

The Dragon

#34
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ave the feeling you've seen this month's cover of *The Dragon* before? No, you haven't, but since this month we have an in-depth look at **Divine Right**, TSR Hobbies' limited role-playing fantasy board game, who better to do the cover than the artist who did the *Divine Right* box cover, **Ken Rahman**? (Some of you may be more familiar with Ken's "nom-de-brush": **Elladan Elrohir**. *Divine Right*, by the way, was recently honored by the **Hobby Industry of America** for its packaging, winning a Silver Award.

So, kicking off TD #34, we have seven different articles on *Divine Right*. The first, by the designer of *Divine Right*, **Glenn Rahman** (Ken's brother), is a series of designer's notes and suggested changes. For comparison and contrast, the second is by TSR Hobbies' General Manager **Mike Carr**, and contains the official rule changes that will appear in the second edition of *Divine Right*. Following these two articles is the first of a new, semi-regular series: **The Minarian Legends**, also authored by *Divine Right* designer **Glenn Rahman**, and illustrated by brother Ken. This month's piece details the history of Muetaar.

And we have variants! **Jon Foster** gives us new personality cards for ambassadors, and a new unit, the siege train (all produced on heavy card stock for ease of including in your game, should you choose to do so). **Tom Wham** (one of the many TSR people who worked on the development of *Divine Right*) reveals a few aspects of the game cut in the final draft. More variant rules are offered by **Ed Greenwood**, and still more variants are presented by **Victor Selby**. Whew! Will I ever see two games of *Divine Right* played the same again?

OK, AD&D fans. Response to the appearance of the IDDC winning module, "**The Fell Pass**" by **Karl Merris**, in the December issue was very favorable. We hope you enjoy this issue's module, "**Doomkeep**" by **Brian Blume**, the dungeon used for the **2nd Official Invitational Advanced Dungeons and Dragons Masters Tournament** held at GenCon XII. As always, we're trying to give you, the reader, what you want. So let us know what you like and what you don't.

Elsewhere in this issue, we have **Up On A Soapbox**, where **Samuel Gill** discusses creative imagination in wargaming, more defense of the D&D Magic-User by **Michael Dodge**, a monster determination table for dungeon adventures by **Blake Ward**, a look at D&D tournament scoring systems by **Jon Mattson**, and some defective magical items by **Tom Holsinger** and **Candy Peterson**.

George Laking offers us a variant on the classic game of *Risk*, and allows for the use of nuclear weaponry. **The Fantasysmith** presents his first **Miniature Spotlight** with a look at a method to store and transport miniatures. And **Michael Crane** has a **Tekumel Trivia** quiz for those of you who feel you know the game of *Empire of the Petal Throne*.

The Dragon tries to have a little something each month for *every* aspect of gaming. For those of you who enjoy **Avalon Hill's D-Day**, **Robert Barrow** has a new Order of Battle and Order of Appearance, one which more accurately reflects the history of the battle. **Glenn Jarrell** has a variant for *Snit's Revenge* to help out the Bolotomus player, and **Mark Whisler** has a table for generating names for D&D characters.

Our regular and semi-regular columns continue this month, with **Sage Advice** from **Jean Wells** for D&D; **Leomund's Tiny Hut** looks at the AD&D melee system of combat. The long promised **Dastardly Deeds and Devious Devices** premieres this month with some exceptionally devious devices. **F. C. MacKnight** continues his series on **Lankhmar**. **Tim Lasko** points out some interesting facets of magic fountains in D&D in the **Bazaar of the Bizarre**, and **Charles Carson** has a new critter for us in the **Dragon's Bestiary**.

Another first this month is **Dragon Classified Ads**. If you're interested in placing an ad, complete details can be found on page 45. The **Dragon's Augury** reviews **Bushido** and a few books this month, and **Jeff Swycaffer** has a look at disasters in the **Dragon Mirth** section.

Next month will see some new variants on *Traveller*, an AD&D player rating system, and a hot-off-the-typewriter **Sorcerer's Scroll** by **Gary Gyax**. I'm hoping for (but not promising) the next installment of **Finieous Fingers**. Kindly Editor **Tim Kask** will be back with a report on the HIAA trade show in Anaheim, CA. See you in March.

—*Jake*

If your mailing label says TD 34
this is your last issue . . . resubscribe



Because of the weirdness of writing for a magazine deadline, I find myself writing this installment, which will be read during the first week of February, on the 27th of December. It's like living in your own private timewarp...

By the time you read this, we will have implemented some changes that will have been in effect for almost a month, yet we can't announce them yet in case some last-minute consideration throws them all askew. To make temporal matters more confusing, what we are working hardest on as I write this, aside from the issue in which it appears, will have become history by the time you read it. To think that some people wonder why it takes me so long, on occasion, to answer letters.

One further irony: all the warm holiday *gemutlichkeit* that influences my thinking as I write this will have fled before the "February bleaks"....

Right now, all of our endeavor is being funneled into preparations for the Hobby Industry Association of America show in Anaheim, CA, in late January. This is our first participation in a big trade show on our own, as a division of TSR Hobbies, Inc.

In the past few months TSR Periodicals, particularly *The Dragon*, has enjoyed steady, moderate growth. In the past, the magazine has done its most significant growing in spurts and surges. This tendency has been modified somewhat to account for an increasing volume of steady growth, but the spurts and surges can and do still occur.

We feel that we are right on the verge of another big surge. We are being picked up by more and more distributors as gaming finds greater acceptance as a "legitimate" pursuit and game sales and acceptance increase. If the recent sales and success of the parent corporation are any indicator, "The surge is coming! The surge is coming!..."

The HIAA show is the biggest toy and hobby show of the season, and could make us grow beyond our most fervent hopes, or it could help just a little—but it will help by making *TD* better known by the buyers in the industry and the store owners who attend.

Along with gearing up for the show, we are preparing a media campaign to begin to make *TD* better known and sell more of them each month. This means that we are busy preparing ads for insertion into various trade magazines that most of you reading this have never heard of. Besides costing a lot of

money, preparing ads and such takes a lot of staff time and effort.

If successful, we will achieve the growth we need to enable us to go back to an all-enamel format, with color throughout, instead of only on 16 pages, and continue increasing both the size of the magazine as well as the amount of money we can pay contributors. All of these considerations serve to make the magazine more desirable and will enable us to continue leading the field in which we broke the first ground some four and a half years ago.

As if all the foregoing were not enough to keep us busy, we have yet another project—the 1981 *Days of The Dragon* Fantasy Calendar. The '80 version is already destined to be a collector's item. As late as we were, with the meager amount of advance publicity, we're still assured of breaking even on this year's effort, at the least. Far better than that, tho, is what happened for next year. We are going to be distributed nationally next year, by at least two big non-games distributors. Our initial print run is going to be at least ten *times bigger* for the next edition than it was for our maiden effort. That is gratifying in the extreme.

The next calendar promises to be even better. In addition to the seven artists who did the first one, we will have six more artists involved. Each artist will do one month, with one, John Barnes, also doing the cover. John's work is well known to *TD* fans from his *Best of . . .* cover and the #33 (Jan.) cover.

We found that selling calendars means working on even earlier deadlines. We have to have the cover and the promo material in March, and be ready to ship in August.

Since the metamorphosis of both *THE DRAGON*/TSR Periodicals and my role in them, I've been asked how I feel about it all. Usually, the questions run along the same lines, such as "Don't you resent other people tinkering with your creation?", "Don't you miss the total control over the magazine?" "Don't you miss the possessive pride of accomplishment of seeing a new issue come off the press and hearing the reactions?", "Don't you miss the editing, proofing, pasting, long hours, deadline frenzies, and such?", to which I generally reply, "Naaahhhhh...."

The Dragon

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of Games and Gaming

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Loose-leaf support

Dear Editor,

The major reason for this letter is to let you know that I give my whole-hearted support to Mr. Malone's idea in TD #30 that the AD&D manuals be printed in loose-leaf form. Even though I already own the three AD&D volumes, I would purchase the loose-leaf form also for the ease of use.

I must also comment on your pictorial in TD #30, "Where the Orcs Are." Steve Brown has done a fabulous job on his orc castle I wish I had seen it in person! I especially like the bartender, being an E.R.B. fan.

Earnest Rowland, Jr. —MO

In addition to his fine article on GenCon XII, Jack of all Trades Mohan also receives the credit for the photos used in TD #30. Glad you enjoyed it. Here at TSR Periodicals, we continue to strive to live up to *The Dragon's* subtitle: *The Premier Magazine of Games and Gaming*, and that includes coverage of gaming conventions. You'll be seeing more such coverage of the various aspects of the gaming world as time and manpower will allow.

As for the loose-leaf format for the AD&D books, we've had a lot of positive responses to Mr. Malone's suggestion, but there are no plans for such treatment in the near future. —Jake

'The bottom line'

Dear Out On A Limb,

Kim Mohan's premiere article (TD #30) was one of the best I have seen on a convention in some time. All too often, the veteran gamer reports cons from the slant of facilities (usually poor), weather (usually poor), or lack of time to participate in everything (usually right!!) Mohan reminds us why we acquire labels such as "weird." We are friendly.

The press for D&D regarding the disappearance of Mr. Egbert has certainly been pure sensationalism. The grains of truth are few and misinterpreted. Many major sources have been a real disappointment in their reporting.

We just grin and bear it, I suppose.

On another subject, will we see a review of the *The Best of the Dragon*? I would like to send it to some folks as an "INTRO TO D&D —101" (worth 3 semester hours) But if the content is too "DM" oriented it would be a bad idea. The review would be the answer.

Thanx for making each issue as good as the last.

R.F. McCaughey—NJ

Man of Many Talents Mohan tips his hat to Reader McCaughey (how much longer it will fit remains to be seen).

The brouhaha surrounding the whole Egbert affair is similar to what journalists refer to as the

"Bum Down the Well" syndrome. Your basic panhandler on the street is ignored until he polishes off a bottle of muscatel and falls into an abandoned well. Suddenly, big companies offer to supply rescue equipment, scores of volunteers come forth to risk life and limb in rescue attempts, and the various media have their crews maintain a round-the-clock vigil, with hourly broadcasts on the status of the situation. The guy down the well is no longer just a bum, he's NEWS! And everybody wants in on the act.

Now, suppose you intend to set up a social service program for the less fortunate. Approach the same companies that supplied the rescue equipment and ask them for a donation to help build a halfway house, and they'll slam the door in your face. Ask those same volunteers to donate a few hours work for your project, and they suddenly don't have time. Send a press release to the media detailing the success of your program, and maybe you'll see an inch-and-a-half report buried back on page 37.

The point is: Positive, "up-beat" news generally doesn't sell—it's the sensational, tragic, or bizarre that sells. That's why the National Enquirer is the largest-selling newspaper in this county.

Take the mysterious disappearance of a young man, couple it with references to a generally unknown game (anything unknown to the general public can be immediately translated into "weird" or "bizarre") and add a few irresponsible and untrue quotes, and you have a hot-selling item.

The bottom line is: There is not, and never was, any connection between D&D and the disappearance of James Dallas Egbert III. Even the detective hired to find James has admitted that fact. But do you think all the media that were so recently tying the two together will be running stories to that effect? If you do, I've got a bridge you might be interested in purchasing.

Hopefully, the whole matter will be forgotten, since now James has been found alive and well. But there will most likely be a lingering association of the two in the minds of non-D&Der's. It will be up to us, the gamers, to try to set the record straight at every opportunity.—Jake

'MIT math'

Dear Editor,

I would like to correct some numbers that appeared in "How Tall is a Giant?" (TD31). In the article, 3mm figures were equated with 1/500 scale, and the reader was led to expect that his rational guess of 1/600 was blatantly wrong. As a math major at the Massachusetts Institute of Technology, I would like to point out that the article was wrong—3mm figures are actually 1/600 scale (1/609.6 is the exact number).

Since 3mm = 3/25.4 inches = 3/(25.4 x 12) feet = 3/304.8 feet, the scale is (3/304.8)/6 because the figure represents a man 6' tall. This number is 1/609.6 which can be rounded to 1/600. As any high school student knows, you can

not continually round numbers in the middle of a computation and expect to come out with a correct answer.

I would like to take this opportunity to say that I am pleased with the direction that *The Dragon* is taking and I look forward to its final form. Recent articles are, in general, of higher quality than previous ones (and they weren't bad before) and the artwork on the covers has been quite good. The greater diversity is well worth the effort!

Robert T. Willis III

Never argue with a man from MIT. Mathematically speaking, Reader Willis is entirely correct. (Gales of jerring derision in the direction of the Fantasysmith: NYAAANYAAA!) But, though my specialty is neither math nor miniatures, my calculations show the difference between the calculations used by the Fantasysmith and Mr. Willis to be a multiplier of 0.00035958 (1/500 - 1/609.6). Using a 72-inch-tall model, the difference between the miniatures would be 0.02588976 (72 x 0.00035958). Or, to obtain the same figure backwards, a 72-inch model would be 0.144 inches tall at 1/500 scale (72 x 1/500) and 0.11811024 inches tall at 1/609.6 scale. 0.144 - 0.11811024 = 0.02588976 inches. That's slightly less than the space between these two lines: Math majors will probably yell at me about significant figures, but the micrometer manufacturers will love me. Now your only problem is deciding where to measure from—is that a crest on the helmet, or just a piece of flash...?

—Jake

'No new ideas'

Dear Sirs,

In response to the letter in *Dragon* #29 by Mr. Brian Wagner, I must both agree and disagree, strongly. I agree with Mr. Wagner in the sense that *Traveller* is a game filled with boring paperwork; it gets a bit difficult to maintain the books on a mercenary company and maintain proper college studies at the same time. There is numerous dice rolling, but I say considerably less than an exciting game of D&D where dice rolling is not always a burden; ask any gamer who's about to go into combat with a Balrog or make a saving throw against being polymorphed into a lump of Grey Ooze. We are obliged as gamers and refs to do some random-number generation, as long as we cut the fat away, the dice rolling stays at a minimum.

I, and others, however, take our criticism of *Traveller* one step further; in the time *Traveller* has been out, there have been *no* new ideas for the game other than *Mercenary*, and Heaven only knows when *High Guard* is coming out (By the way, I sincerely hope that GDW acknowledges Mr. Heinlein for the use of a term out of *Between Planets*, such a man deserves it.). Other than the Navy article in *Dragon* #25, there is a definite lack of new material; nothing for the Scouts, Merchant, even the lowly Other. The opinion of *Traveller* in Cincinnati is that it is an exciting, creative and even highly amusing game system. Here I must strongly disagree with Mr. Wagner and suggest that he check his *Traveller* ref for a pulse; it would seem that someone is falling down on the job. It would take me far more pages than this brief reply to properly convey the action and spirit of a *Traveller* campaign that is nearly a year old. You want high adventure? Come to Cincinnati and see what RPG'ing is all about. Intrigue, love, conflict, bold and daring actions by equally bold characters. We

(Turn to page 44)



Making a

Changes from The Designer. . .

(Editor's note: A few weeks ago, The Dragon was the fortunate recipient of two outstanding articles on the game of Divine Right: a list of suggested changes to the rules from Glenn Rahman, who designed the original DR, followed shortly thereafter by the official rule changes as defined by the design department at TSR Hobbies, Inc., which produced the original game.

And so was born TD's special Divine Right issue. These stories and the six others on the following pages offer a wealth of information and new ideas for DR aficionados.

Note that there is some repetition in the articles on these two pages; in many cases, the designer and producer were in agreement about a change. But in other cases, changes suggested by the designer were rejected by the TSR staff, for the reasons set forth in Mike Carr's article. In the interest of letting the players make up their own minds, every word of both submissions is printed below. Enjoy!)

Glenn Rahman

IDENTITY CARDS—Page 3: The card representing the kingdom of Shucassam should read "11 Armies, 2 Fleets (including The Lepers)." Notice also that one of the Shucassam counters is unprinted. It represents a land army of Adeese.

PERSONALITY CARDS—Page 3: In the designers' view, the monarch with personality card #13 may not be activated unless his curse is cured by white magic, or unless his unallied kingdom is attacked.

EVENTS—Page 4: Storms at Sea do not destroy fleets inside unplundered ports (inverted).

MERCENARY UNITS—Page 5: The parenthetical phrase in the first paragraph contradicts what is said on the subject of placement in the Events section. Ignore the words "have been plundered."

DIPLOMACY—Page 5: An ambassador is never required to make a diplomacy die roll.

DIPLOMATIC PENALTY—Page 6: If any part of a hex belongs to a kingdom, the whole hex belongs to that kingdom.

THE ZONE OF SIEGE—Page 6: a) Inland bodies of water do not inhibit zones of siege. b) A fleet cannot siege through a land hexside.

EFFECTS OF A SIEGE—Page 7: A leader may remain in a castle (in safety) while combat units make a sortie against the besiegers. But if he does, he cannot lend a combat bonus to their attack (should he have one).

RELIEVING FORCES—Page 7: The words "completely surrounded" should be taken in the sense to mean that all hexes passable to the type of relieving force (army or fleet) are occupied by besiegers.

FORCED PEACE—Page 8: Change "dispossessed monarch" (first paragraph, ninth line) to read "dispossessed alliance."

TERRAIN EFFECTS CHART—Page 8: a) Unless a river crosses at least half the hex it is only decorative and does not inhibit movement. b) Scenic hexes are clear terrain hexes with these exceptions: Ozerg Mountaineers--mountain; Winter Rest--mountain; Gorpim Woods--forest; Mires of the Sinking Kind--forest; Stubstaff Keep--castle; Crater of the Punishing Star--hill; Serpent Bay--sea.

COMBAT—Page 9: Fleets may attack armies on coastal hexes. Armies may not attack fleets on coastal hexes unless the fleets have just made an attack on land units or have landed to make a "search" for a lone enemy leader. Should fleets be attacked by land units and retreat they may either move to another hex or remain in the same hex, having pushed off from shore just out of reach.

If armies attack a mixed stack of armies and fleets, the fleets may only be attacked if the owning player wishes to add them to the defense strength of the stack. If so they are vulnerable to normal losses. If a mixed attack of fleets and armies is made against a mixed stack, the defender may not withhold his fleets from the combat.

An attack made by fleets alone against a mixed stack may attack either the fleets in it, or the united strength of the stack, at the attacker's preference.

RETREAT BEFORE COMBAT—Page 10: If a mixed stack of fleets and armies retreat and it is impossible to retreat both the fleets and the armies to the same hex, they may retreat to different hexes.

LEADERS—Page 10: a) No leader may move less efficiently than the best regular in his stack. For example, an elf combat unit may "carry" a leader with no terrain advantages through up to six hexes of forest land. b) If any unit in a leader's stack is able to retreat, the leader is able to retreat also.

THE LEADER FATE DIE ROLL—Page 10: a) A leader may enter an unplundered unallied or hostile castle. If it is hostile they must test leader fate when entering, when exiting or in the turn of the enemy player as the "constables" of the castle search for him. b) Any enemy unit, even those forbidden to stacking, may enter the hex of a lone enemy leader in order to inflict a leader fate test. c) A fleet may search for a lone enemy leader if it ceases movement on the coastal hex containing him.

A LEADER ADRIFT AT SEA—Page 11: A leader alone at sea who is not killed or captured (and he may only be captured through the process of combat) is always placed on the Isle of Fright.

THE CAPTURE OF A NON-PLAYER MONARCH—Page 11: If a captured monarch is set free, he is placed in the nearest unplundered, unbesieged friendly castle. If no castle is friendly, he is placed with the nearest friendly combat unit.

THE TROLLS—Page 11: A troll regular lost by Events may not be "regenerated" in the same player turn. (Turn to page 38)

Great Game Greater

...and the Official Alterations for the Second Edition Rules

Mike Carr

TSR's new fantasy boardgame, DIVINE RIGHT, has met with a warm reception from gamers since its release in mid-1979. It is already widely played, and interest in the game remains high.

DIVINE RIGHT, like any other new game, had a few "bugs" that have caused uncertainty on the part of a few players, and for this reason a new 2nd Edition has been prepared. Some minor changes have been made and rules clarified to make the game an even stronger offering. This article will outline them in their entirety, so that owners of existing DR games will be apprised of them.

DIVINE RIGHT is ideally suited for modification and the design of variants; it has a rich future in this regard, as it has a flexibility that allows endless diversifications and additions. As such, each player may have his own ideas on what is best to suggest. This aspect came up in our discussions at TSR, since the game has been widely played by our staff. Distilling their opinions into the "best" set of rules was a rough process, and the views of the game designers (Glenn and Kenneth Rahman) were also of importance in the consideration. Many factors (including some important production aspects) bore upon our decisions, but foremost was a desire to maintain a popular game that would be simple to play and understand.

You'll see more in the future, I'm sure, on suggestions for DIVINE RIGHT variants (some of which will be excellent, perhaps). But in the meantime, here are the official 2nd Edition changes, with editorial explanation in italics:

PERSONALITY CARDS

PERSONALITY CARD #13 is changed to read as follows:

This unfortunate monarch has been under a curse since birth. The first ambassador to successfully use White Magic on this monarch cures the curse and initially activates the kingdom—this is the only way to bring this monarch into play at first. Once a cure has been worked, any Diplomacy cards may be used, but the curing ambassador receives a permanent bonus of +1 to all subsequent Diplomatic Die Rolls, while all other ambassadors must subtract -1 from their Diplomatic Die Rolls.

(Special note: This card will cause the Usurper to deactivate if it is drawn for him.)

This change was suggested merely as an improvement by the designers.

MONARCH CARDS

The SHUCASSAM card is changed as follows:

10 Armies, 2 Fleets (including the Lepers)*

*In the Basic Game, the Lepers are a normal regular and may be replaced. In the Advanced Game (see page 12) they may not be replaced.

This clarification was made due to the erroneous information printed saying that there were 11 Armies plus the Lepers—which prompted a couple of inquiries from owners of the game asking about the army they thought was missing. The designers stated that an additional land army starting at Adeese should appear in the game, but after considerable discussion it was decided that (in the opinion of the TSR staff), another army would imbalance things in Shucassam's favor.

PLAYING COUNTERS

The following additional counters are added:

One more of each named Barbarian tribe (totalling 5 counters each of 6 tribes);

Eight new unnamed Barbarian counters (totalling 13 unnamed counters);

One mercenary army and four mercenary fleets (now totalling 14 armies lettered for reference A-N, and 6 fleets lettered P-U); and

One more Dwarven unit starting at Aws Noir.

These changes were felt to be an improvement to add flexibility, and were feasible since space existed on the counter sheets. Now the naval balance of power can be altered by the addition of more mercenary fleets, and Barbarians will not be taken away so easily in the 5 and 6 player games due to a shortage of counters. Adding the new Dwarven unit was the suggestion of developer Tom Wham to make things more interesting in the northwest portion of the board, where the Dwarves usually are dominated by the Elven presence and are hard pressed to accomplish anything (and are subject to easy siege by the Elven army without such a bolstering of their forces). The proposed change was unanimously welcomed.

GAME BOOKLET

The layout of the game booklet will be changed in an expansion to 28 pages from the current 24. This will allow room for the expanded rules and will allow inclusion of a title page, more art, etc. The perforated sheets will be moved into the center of the book to allow removal without subsequent dismantling of the booklet, as this was sometimes a problem with sheets removed from the end of the book. The monarch and personality cards will be boxed and slightly reduced, meaning that they can be cut out to be perfectly the same size and shape.

The following changes and additions are made in the booklet itself. Each is listed under its heading with appropriate page number from the

(Turn to page 38)



The History of Muetar

Glenn Rahman

The areas that later coalesced into the empire of Muetar suffered less from the great Cataclysm than most other parts of the ancient Lloroi Empire. The tipping of the planet's axis actually improved the overall climate, which previously had been colder and drier. Moreover, the upheavals of the topography rechanneled two great rivers, the Deep and the Wanderer, through the region's heart. Once the shaken inhabitants recovered from the shock of hurricanes and earthquakes, they began to realize they now had the potential for a flourishing agriculture.

But these early days were marred by frequent aftershocks and the invasion of starving mobs and marauders. The cities could not be supplied with provisions while Nature was in revolt (and indeed, for long afterwards). Accustomed to public grain doles from the extinct Imperial government, the city-dwelling refugees were ill-equipped to survive, except by plundering. Fortunately, the country people in many places managed to organize and defended their homes. Often they were led by brethren trained in the Imperial Army. Over the next few years the swarms of marauders were thinned by starvation, exposure and disease. Only a few,

who had special and useful skills, found refuge with the countrymen. The vast region was soon only scantily populated by hunters and scattered farming communities.

The inhabitants of the post-Cataclysm called their land Kalruna-Sasir, the Land of Great Rivers. In other areas of the former Empire, the small bands of survivors often plunged into deep barbarism. Kalruna-Sasir, fortunately, was spared that fate by its favorable circumstances and the industry of its people. Kalruna-Sasir was, however, more a cultural region than a state. As prosperity and numbers increased, peaceful trade developed between the growing villages. But each community was self-governing, usually led by an elected council of elders.

Eventually, disunity undid Kalruna-Sasir. As the population multiplied and available land began to run short, quarrels developed over rival claims. Worse, ambitious leaders hatched sanguinary schemes to seize their neighbors' holdings by force of arms. Hillero, our principal source for information of this early period, laments thusly in his *History of Beolon*: "While men still worked to rebuild a shattered world, lords, priests and village headmen kept in some degree their proper place in society. But when all memory of harsh times had passed away with the generations and men knew only the present, peaceful state of things, all principles of truth and justice were destroyed to such an extent that not even a dream of them remained, except in a few—and they were very few."

In their fratricidal madness, the leaders of Kalruna-Sasir hurried their own destruction.

Now, centuries after the Cataclysm, outsiders began to make themselves known on the fringes of Kalruna-Sasir. The warring parties eagerly hired these barbarians as mercenaries against one another. At first the barbarians fought well for their paymasters, but the stories and goods they brought home afterwards incited their kinsmen. Slowly at first, then more rapidly, barbarian tribes migrated toward the pleasant, cultivated land. Disunited, the warring communities fell rapidly. When the natives were all fled, slain or enslaved, the wars still went on. One barbarian tribe fought against another, as war-chiefs founded tiny, ephemeral kingdoms.

Over the next two centuries conditions stabilized as the mild conditions of Kalruna-Sasir took the warlike edge off the invaders' behavior. The existence of such trading posts as developed in Pennol and Basimar bespoke other pursuits aside from primitive agriculture. But the return of prosperity summoned even more invaders from the wilderness.

The most important of these were the Mueta. Their first incursions evinced a design not only to plunder, but also to subjugate, the tribes around Basimar. But if tradition may be relied upon, these early raids were invariably repulsed. The men of Kalruna-Sasir refused to pay tribute to the Mueta and maintained their independence.

At last, seven centuries after the Cataclysm, resistance began to weaken—owing perhaps to internal dissension. A Mueta Chieftain managed to capture the stronghold of Basimar by a ruse. He quickly proceeded

(Turn to page 36)



Ambassador Cards Add Even More Personality

Jon Foster

To give an even more realistic flavor to *Divine Right*, the player monarchs' ambassadors can be made just as diverse and interesting as the monarch represented by the Personality Cards.

Ambassador Personality Cards provide that element to the game. Each player should draw one of the 12 Ambassador cards at the start of the game. That ambassador will serve the player for the length of the game or until the ambassador is killed.

Ambassadors who are killed are retired from the game, and the personality card is returned to the unused Ambassador Personality card pool. After a player waits for two turns, he may replace the ambassador by drawing randomly from the pool of currently unused

cards. Thus, in some cases an ambassador may be replaced by "himself," but this will usually not happen.

Ambassadors use the "plus" or "minus" figures on their personality cards to modify the die roll when the appropriate Diplomacy Card is played by the owning player (unless such use is specified as optional) in an attempt to Activate a kingdom. No "plus" or "minus" supplied by the personality card may be used on a Deactivation; that task is equally difficult to perform for any ambassador.

Players who enjoy using different ambassadors may want to try adding more rules. A player monarch could be allowed to banish or execute an ambassador he controls. An ambassador, upon finding out about the disfavor in which he is held, could be allowed to try to defect to any player who desires his services. In such cases, a player would have to banish or execute his present ambassador before being able to use the newly acquired one, since no player can ever have more than one ambassador.

← Ambassador Cards

Divine Right Sieges, the White Mountain Way

Jon Foster

When I first introduced *Divine Right* to my fellow "White Mountain" gamers, one of the responses was, "You figure it out and teach a class in it." And I must admit the 24-page rule book looked a bit thick at the time—especially since we do most of our gaming in the winter months (in Washington state—Ed.), and this was the dead of August.

But we got through one game, and everyone who played vowed to do so again soon. Three days later we finished the second game and within a week we had wrapped up number four—a number of playings which would have been amazing even for an entire summer's worth of a single game.

Game number five, our first one with the advanced rules, was the best yet. Since then, many are the times in these parts that the fleets of Mivior have swept the coastal lands and helped lay siege to Zefnar on the Sea, and the Fortress of Marzabol has fallen to the necromantic powers of the Black Hand.

Divine Right's rules are well thought out. There is a good, very delicate balance of power on Minaria, and the game is great played just the way it comes out of the box. But gamers will be gamers, and I know many of us enjoy new challenges, rewards and obstacles. Following are a few additions to the siege rules we've developed at "White Mountain."

Siege Loss

For a faction inside a besieged castle or fortress, an appropriate strategy is to not let the enemy rest in peace at night on the beloved turf. Sneak attacks at night by a small party of men to set fire to siege train equipment (see below), water source, or do other deeds can be successfully performed: After the first Siege Die Roll has been made, and on each Siege Die Roll thereafter, the besieger(s) must roll for Siege Loss; on a d6 roll of 1, the besieger loses one combat unit.

Plundering

A high priority for the common soldier as well as the conquering

monarch is plundering, hoping for riches which will allow the leader to raise more troops or construct more siege trains. Use a roll of d6 to determine how much wealth is gained upon conquering a castle or a royal castle. Optionally, a conqueror may automatically gain a siege train (see below) instead of taking a die roll for mercenary troops on any plunder opportunity.

The plunder roll is made immediately after a castle falls to a siege. For plundering an enemy (or enemy-allied) castle, a 1-2 gains two mercenary units and a 3-6 gains one unit. For plundering a royal castle, a roll of 1 gains three units, a roll of 2-5 gains two units and a roll of 6 gains one unit. The "wealth" gained in plundering is converted into mercenary troops at the nearest friendly port or castle.

The Siege Train

Each siege train used in a siege adds 1 to the Siege Die Roll as long as it remains in use during a siege. It must be stacked with at least one regular or mercenary unit in order to lay siege or to move.

Siege trains can be obtained in two ways: They can be gained instead of a die roll for mercenaries (see above) after plundering a castle or royal castle. Or, they can be gained by altering the listing for "7" on the Random Events Table. It reads, "No event—things are calm." That seems like an opportune time for a monarch to turn out his machines of war for future use, so on a Random Events roll of 7 the player receives one siege train, placed wherever he chooses.

A stack of units must never have more siege trains than there are regular or mercenary units to accompany them. Siege trains and the units transporting them have four movement points per turn. They can cross rivers and streams at the same rate as the units transporting them. They can be transported by sea, but do not add a Siege Die Roll bonus when they are on shipboard.

If a transporting unit is attacked, the siege train may be captured. If a transporting unit wishes to rid itself of the encumbrance of a siege train in order to move faster, it can choose to simply abandon it, or can destroy it by spending one movement point (preventing it from falling into enemy hands). When a besieger is unfortunate on a Siege Loss roll (see above), he can opt to lose a siege train instead of a combat unit.

Some siege machines can be put onto counters by writing on the unused counters included in the game. Players who want more or different ones can manufacture them from blank ½-inch counters.

← Siege Train counters



*T.M. Reg. applied for

Now It Can Be Told: The "Rest" of the Rule Book

Tom Wham

Way back in early 1978, TSR received a charming submission, from two brothers up in Minnesota, entitled "Your Majesty." Mike Carr (beloved head of our production department) passed it around for opinions. It met with immediate acclaim from all of us who tried the game. Tim Jones, Rob Kuntz and I all wrote glowing recommendations that TSR should produce this little gem. Here was a game on the order of SPI's War of the Ring and Chaosium's *White Bear Red Moon* . . . only better.

The wheels of progress turned, playtests were made, and the decision was at last "go." The game suffered from one major problem, however. The rules, as we received them, were written in an ancient Minarian Language, decipherable only through group argument. Tim Jones set out to rewrite them and succeeded in converting the text to Modern Minarian, but, unfortunately, still subject to debate. By now the name had changed to, you guessed it, *DIVINE RIGHT* (that decision came from somewhere high up around here . . . probably some divine monarch). It was at this juncture that Mike handed the project to me (TJ was busy on 37 other projects at this time) and said: "Work on it."

I took a rather liberal interpretation of this instruction and promptly set about redesigning the entire game. I had a new map, new rules, and other goodies all cooking when an alarmed Mr. Carr stepped in and redirected my thinking. So, instead of making a new game on the framework of the old (it is very hard for people in this business to resist that temptation), I went to work on making the rules as simple and clear as possible. A month turned into many months, but at last it was done (I'm noted for speedy completion of projects around here) and the final result seems to have succeeded. The editing didn't change it much, and the authors were not too displeased with the final draft.

Well, now to the point of all this. Several of my favorite "additions" to the rules ended up with a big red scribble all over them in the final version. Here now I submit these long-lost gems for you *Divine Right* players out there who think your games just aren't lasting long enough!

These were originally listed under Optional Rules:

THE FOREST OF THE LURKING

This spooky wood has been enchanted (many believe) by the Eaters of Wisdom, to discourage nosey neighbors. Any unit, or stack of units, must roll a die before entering each hex of the Forest of the Lurking.

Die Roll	Effect
1-4	No effect, normal movement allowed.
5,6	FRIGHT! Unit or units must all remain in place. They may not enter the forest hex, or continue any movement at all this turn.

EXEMPTED from this rule are:

- * Units led by the Guiding Light
- * The Invisible School (and their mercenaries)
- * The Elves (and their mercenaries)
- * The Black Hand (and its mercenaries)
- * The Gorpín Woodsmen
- * Flying Units

TOMBS OF OLDE (North of Rombune)

This is an additional magic hex, similar to the Temple of Kings. Any leader may search among the ruins and tombs for lost treasure, magic, or knowledge. The search is not without risk, for the leader may just as easily stumble upon a powerful curse protecting a long-dead Emperor.

Each leader occupying the hex may search during the combat resolution portion of his or her player-turn. Roll 2 dice per leader and apply the result immediately.

Searching The Tombs of Olde Find

Dice Roll

2 or 3
4

CURSE! Roll one die and consult Curses (below).
TREASURE—Enough to hire a mercenary; bring one mercenary unit into play in any friendly castle or port.

5-10
11 or 12

NOTHING FOUND

MAGIC ITEM—Pick randomly from the available magic items listed below. If they have all been taken, nothing is found.

Curses of the Tombs of Olde Curse

Die Roll

1 or 2

THE CURSE OF DEATH—Immediately take a leader fate die roll. If a 6 is rolled, roll again. Any subsequent leader fate rolls taken by this leader must be followed by a second die roll as just described.

3 or 4

THE CURSE OF STUPIDITY—The leader must subtract three from his or her movement allowance (tends to get lost) and any special terrain bonuses are forfeited.

5 or 6

THE CURSE OF IGNORANCE—The leader must subtract one from the combat die roll any time units with which he or she is stacked, attack, or are attacked. This ignorance also adds a bonus of +1 to an enemy's siege die roll, any time a castle containing this monarch is besieged.

Curses are somewhat permanent, and remain on the leader (make a note on paper to remember) until magically lifted. Curses are not cumulative. If an accursed leader rolls a curse that is already upon him or her, randomly select a different curse. Any leader with all three curses who rolls a fourth curse is instantly killed.

A curse may be lifted in one of two ways:

1. A Special Boon from Greystaff—After the proper sacrifice, the power of Greystaff lifts the curse on a die roll of 1-3. Greystaff may be asked to lift a curse any number of times, provided the proper sacrifice is made for each request.

2. The *Eaters of Wisdom* or the *Black Hand* may each make one attempt to lift a given curse. If the magician is in play, the owning player must agree to try to lift the curse. The cursed leader must move adjacent to the magician who is willing to lift the curse. A non-allied magician is always willing to try, but the cursed leader must first move adjacent to the appropriate royal castle, after having been granted free passage (see Free Passage/Sanctuary).

To lift the curse, a die is rolled during the combat resolution part of the cursed leader's player-turn (the leader may not participate in any attacks). If the result is a 1 thru 4, the curse is lifted! If the result is a 5 or 6, the magic has failed and the curse remains. Remember, each magician may only make one attempt to lift a given curse.

The Magic of the Tombs of Olde

If a leader finds a Magic Item, place the unit counters for all the following magic items (except those already in the possession of leaders) in the randomizing cup, and draw one. If all these magic items are currently in the possession of leaders, nothing is found. When one of these magic items is used, it is returned to the Tombs of Olde.

THE RING OF REJUVENATION—This magic ring bestows life upon its wearer. Should the leader wearing this ring be killed by any means, he or she is immediately restored to life.

THE TOME OF MILITARY THOUGHT—This book of military secrets may be kept by the leader who finds it, until it is opened and read during a battle or siege. If read during a siege, it adds a bonus of +4 to the leader's siege die roll (if read as a defense against a siege, the tome subtracts 4 from the siege die roll). If read during combat (attack or defense), the tome adds a bonus of +4 to the leader's combat die roll. Once read, the tome returns to the Tombs of Olde.

THE TALISMAN OF SPEED—This magic bit of granite (covered with runes) may be kept by the leader until it is used. On command, it enables the leader, and all units stacked with him or her, to make a move at *triple* the leader's movement allowance. Once used, the talisman returns to the Tombs of Olde.

SYLBYTHH'S MAGIC ARROW—This item presumes a certain amount of skill with a longbow (or crossbow) on the part of the leader (it also assumes that he or she carries a bow).

Before combat resolution, this arrow may be fired by the leader at any single target. If it hits, the target is killed *before combat is resolved*. To determine if the arrow hits, roll a die: A result of 1-3 is a MISS. A result of 4-6 is a HIT and kills the target (remove the unit from play).

Only *single* targets, such as a special mercenary or a leader, are eligible targets. The arrow will not kill a troop of soldiers, a group of any kind, or a fleet. It will kill a single being, such as: Urmoft, The Guardian, Ogsbogg, the Colossus, Hamahara, any player-monarch, any non-player-monarch, any leader, etc.

EGARRH'S IMPERIAL BARGE—This finely crafted model ship can, upon finding the key; be transformed into a full-sized ship with fantastic powers. The leader may keep the model, attempting on subsequent turns to find the key. To find the key, the leader rolls a die during his or her combat portion of a turn (the leader may not lead an attack). If the result is a 1, the model transforms itself into a life-sized ship, which flies! Its ghostly crew gives it a combat value of one. Treat it as a flying magic unit. It is not attritioned by EVENTS. It may transport one land combat unit and any number of leaders. It may retreat before combat as a magic unit. It is considered to be in the air throughout the game-turn, unless it has landed to embark or debark units, or has made a ground attack.

The barge is dispelled if the leader who found the key leaves the hex containing the unit, or is killed. Once dispelled, the barge returns to the Tombs of Olde.

NOTE: You will need to make the additional counters for the above magic units.



*T.M. Reg. applied for

For Your Minarian Merriment, Nine Ways to Change the Game

Ed Greenwood

Here follow some rules which may be of interest to *DIVINE RIGHT* players. These have not been approved, or even seen by, the game's designers, Glenn and Kenneth Rahman, and my concept of Minaria is probably vastly different from theirs. Warning: Play-test these before adopting any of them.

1. Player Turn Sequence. Roll for turn sequence at the beginning of the game and then retain that order throughout. Intended as a concession to total novices, to prevent their being devastated by an attack "out of the blue," it also provides a security veterans will enjoy.

2. Free Initial Placement. Player monarchs (and the Usurper), when first entering the game, may place their units in any castle or port within their own country, or any combination of such castles, regardless of the stated mustering points of units. Once placed, the formation cannot be revised until the player's first movement phase. Replacement units must still reappear in the hexes for which they are labelled. The placement restrictions of Zorn units in the Nithmere Mountains remain unchanged.

3. Inland movement of Fleets. Fleets can travel onto any adjacent hexes into which the body of water they are on flows directly, i.e. up all rivers, and may in this fashion attack units (save those in flight) in adjacent hexes along the river. They may not attack adjacent land hexes (although they will defend themselves if attacked from such hexes), but exert normal Zones of Siege regardless of terrain. Movement cost remains two points per river hex, save for the all-water hexes (one in the Well of Lered and the other in the Sea of Zeti) which cost fleets only one point to enter. Fleets cannot stack with each other while on river hexes, but may transport other units normally.

Urmoft the Sea Serpent is the only aquatic unit barred from entering rivers, as they are too shallow for the comfort of his kind. Any fleets traversing the Ebbing, Flood Water, or the last four hexes of any river (the headwaters) may run aground on a roll of 1 on 1d6. Roll once every time a fleet moves. Grounded fleets may always get free (after a one-turn delay during which they may not move) and retreat down the

river, but may never advance further along the river.

Fleets may only enter rivers from the Sea of Drowning Men. Mercenary fleets (or regulars, if rule 2 is also used) may not be built on inland castles (such as Ider Bolis, The Invisible School of Thaumaturgy, Pennol-on-the-Lake, or Adeese).

4. Inland Ports. This rule modifies the last paragraph of rule 3, by allowing fleets to be built on inland castles adjacent to water, i.e. Aws Noir, Ider Bolis, The Invisible School of Thaumaturgy, Pennol-on-the-Lake and Adeese. Note that in Adeese's case the fleet is landlocked and can never leave the Sea of Zeti. One must decide if such castles as Tadafat ("On-The-River," it says, despite the map) or Groat qualify as ports: The former is a matter of choice, but the latter is advised against, for it could become far too formidable a fortress.

Note further a defensive ploy arising from this: Units (such as monarchs) may sit in fleets in the middle of the Sea of Zeti or the Well of Lered, and are then threatened only by aerial units and Random Events (such as Storms At Sea).

5. The Usurper and Magical Gifts. Through the Greystaff boon "Steal a Gift" the Usurper may acquire a Magical Gift from another monarch. He may own only one such magical item at a time. Upon his death or deactivation, the magical item remains in the hex where he was killed (and may be captured or recovered by other units) on a roll of 1-3 (1d6). On a roll of 4, 5, or 6, it is destroyed and unavailable for the rest of the game. If the Usurper is in a castle of "his" kingdom at the time of his death, the Gift will pass into the possession of his successor, the new and rightful monarch.

6. Barbarian Superstition. This rule simulates the superstitious nature of the barbarians. Barbarian units are barred from entering (passing through) such hexes as The Mires of the Sinking Kind, The Witches' Kitchen, any of the ancient Battlefields, the Lost City of Khos, the forbidden Oasis, The Tombs of Olde, or (as it is said to bring bad luck) The Crater of the Punishing Star and all of the Troll hexes (including all of Trollwood). They will enter the Forest of Lurking and

(Turn to page 40)



*T.M. Reg. applied for

Pirates, Ogres and Some Other Variations on the DR Theme

Victor Selby

DIVINE RIGHT is one of the most fascinatingly simple, yet potentially complex, boardgames available today. It blends strategy, diplomacy, magic and plain luck to form an easily playable game. The advanced rules allow for barbarians, special mercenaries and powerful sorcerers, all adding to the flavor of play.

The optional rules allow players to tailor the game to their taste. Each group is invited to make up its own optional rules, to stimulate the mythos of Minaria even more. Here are four optional rules I have developed.

1) Reiken Economic Support

The distant continent of Reiken, far across the waters of the Sea of Drowning Men, has traditionally dealt only with Mivior in any matters concerning Minaria, giving Mivior a near monopoly with it in trade and commerce. This near monopoly has much enriched Mivior and the citizens jealously guard it.

However, during wartime, Reiken will support any number of player monarchs who successfully beseech them for aid. Not with military support; the large stretch of sea between the two continents prevents this. Besides, Reiken has no desire to alienate any potential trading partners by aggressive action.

Reiken will, instead, economically support a player monarch in much the same way the U.S. helped Britain during World War II. To obtain this support, the player monarch must, during the diplomacy phase, place his or her ambassador on the shining isle of Boliske, in Mivior, where the Reiken embassy to Minaria is considered to be located. The player rolls one die, with a 5 or 6 indicating success. Should Mivior have a player monarch, he or she adds one spot to the die roll. Any player banished from Mivior may sue for economic support unhindered as long as that ambassador goes only to Boliske. Should Boliske ever be successfully plundered, the embassy leaves for the rest of the game.

Any player having economic support may bring on one more unit than given when the random events table calls for replacements or reinforcements. Note: No diplomacy cards may be played when beseeching the Reiken embassy for support.

2) The Pirate Fleet

Hidden among the myriad mazes of coral reefs and shelves that surround the Isle of Fright is a thriving pirate community, much similar to those which once populated Rombune before it became a monarchy. As a focal point of mysterious spiral currents, the Isle of Fright gathers all things lost in the sea, and the members of the pirate community recover much of it for themselves.

Any leader adrift at sea and forced here by the currents must make a leader fate roll, ignoring a roll of 1. If captured, he will be ransomed back to his or her kingdom for a goodly sum. One mercenary unit must be dropped in order to pay, and the monarch will be returned next turn.

The community is also supported by a pirate fleet based there. This fleet plies on any merchant ships which pass too near the Isle of Fright. It can be activated by a player monarch as a sort of "privateer" unit. This is done by placing the player monarch's ambassador somewhere on Golkus Island, during normal diplomacy, instead of taking any other option. There, the ambassador will meet a representative of the pirates. The ambassador then rolls one die, a 6 indicating success.

The only diplomacy cards which will affect pirates are bribes or crass bribes. Pirates can never be deactivated, except by death of the

player monarch who activated them. Should a leader adrift who is an enemy fall into the hands of the pirates, they will turn that leader over to their player monarch. The pirate fleet has a movement rate of 8, may only stack with mercenary fleet units and can never transport a combat unit. The pirate community can never be attacked or sieged because of the reefs and other obstructions.

3) The Ogre Tribes

The wild outlands to the west of the Breaking and Stumphole are populated with fiercely competitive tribes of ogres. These tribes can be recruited much as normal barbarians are. The ogres are ferocious fighters and much-feared opponents. However, ogres are even more cantankerous and unreliable than barbarians; a player's ambassador undergoes even more perilous activity to obtain ogre armies. To raise ogre tribes the player's ambassador, during the diplomacy phase, must be placed on one of the two clear hexes directly south of Stumphole. One die is rolled, and the following table consulted:

Die roll	Results
1 or 2	The ambassador is used as that night's stew (Remove from play for two turns)
3	The ambassador barely escapes alive
4	One ogre unit is recruited
5	Two ogre units are recruited
6	Three ogre units are recruited


There are three ogre tribes available to players: the Skull Crushers, the Bone Mashers, and the Flesh Maulers. If any tribe is in an adjacent hex with another tribe they will automatically attack each other. Each tribe has a maximum of three units available for player use. Ogres can add +1 to both combat and siege rolls, and they have a movement rate of 7. Ogre units may never stack with any other unit than one of a similar tribe.

A player may only use one tribe at any one time. Note: No diplomacy cards may be played when recruiting ogre armies.

4) The Desert Djinn

In an area of two hexes radiating from the Forbidden Oasis (not including the Spires to the Sun) is said to be the dwelling area of a desert djinn. Any and every stack or single unit entering this area must roll one die each turn each stays in the area. If a 6 is rolled, that stack or unit hears a strange piping music and is irresistibly drawn to the Forbidden Oasis. There, each unit must roll one die. 1-3 indicates nothing happens, 4-6 indicates that unit has mysteriously disappeared, never to be seen again. Barbarians refuse to enter this region.

Hopefully, these four optional rules will be a useful addition to your game of *DIVINE RIGHT*.

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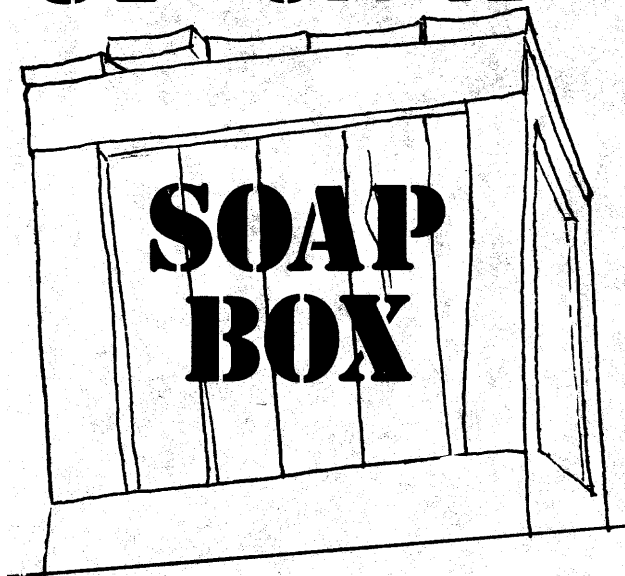


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UP ON A



Samuel Gill

The most fascinating statements in wargaming often begin with "Suppose . . ." and "What if . . . ?". Many wargamers are content to play without taxing their creative faculties very heavily, perfectly happy to re-fight Waterloo or Gettysburg over again and add nothing new. But for some players the judicious use of imagination adds a new dimension to the hobby.

By "imagination" I do not mean simply the derivative and pedestrian fantasizing so routinely intended to spice up comic-book heroics, but real, solidly-grounded historical speculation. Speculation of this sort used to be a staple of scholarly research. English historians, for example, often used to wonder what would have been the effect of a Saxon victory at Hastings, and German scholars would debate on how much sooner their nation might have been united had not the Hohenstauffens died out in 1268. In our own country, surely every schoolboy is familiar with the question "What if the South had won the Civil War?"

This sort of speculation is no longer considered good form in professional historiography, but it still holds great appeal for the amateur researcher and the perceptive wargamer. War and rumors of war continue to fascinate in literature, as well as on the game table. Nineteenth-century Britons were dismayed by their fictional defeat at the hands of the Prussians in the Victorian horror story *The Battle of Dorking*, and those who game in that period today would do well to ponder the lessons of that tale. Similarly, no naval gamer worth his tot of rum can consider himself a real blue-water admiral until he has digested Bywater's classic 1925 prophecy of *The Great Pacific War*. To mention one last example in this vein, what World War II buff would not thrill to C.S. Forester's matchless tale of Operation Sea Lion in *If Hitler Had Invaded England*?

It should be apparent from the above that imagination in military speculation is nothing new, and that fighting the wars that reasonably might have been is as high a calling for the wargamer as serving in those that actually were. There are, of course, limits. A wargame at the set-piece battle or campaign level should first be fun, but one in which, say, Robert E. Lee faced Napoleon I would probably strain the credulity of mature wargamers past the breaking point. Similarly, a clash between Bolivia and Bulgaria might be fun—but then again, it might not, and there is no historical basis for even daydreaming of such a contest. No, the best way to exercise imagination in a fictitious wargame is to explore some unresolved tactical principle or strategic match-up in the setting of a mythical conflict which might very conceivably have happened. You may have to strain logistics and turn a Nelsonian blind eye to diplomacy, but the games are worth it. Here are scenarios for some of my favorites:

This game rests on two historical postulates, both entirely plausible: 1) that the Imperial Russians refused to sell Alaska to the United States in 1867 and developed it themselves, and 2) that the discovery of gold in the Klondike precipitated a war over the long-standing territorial squabble between the two powers. Because of the layout of the theater of war, there will be little direct confrontation between ground forces (which is just as well for the U.S.!), but the intricate naval possibilities should whet the appetite of every would-be Mahan in wargaming.

With a Russian North Pacific Squadron based on Dutch Harbor and the U.S. Navy operating out of Puget Sound, the wargamer is free to fight out a full-scale, pre-Dreadnought naval war, using ships that actually existed in a seldom-trodden area of the globe. Who would have won had Dewey and Makaroff matched wits in the Gulf of Alaska? How would "McKinley's Bulldog," USS Oregon, have fared, broadside to broadside off Kodiak Island with one of the Czar's battlewagons flying the Cross of St. Andrew? There's one way to find out—and this is it.

The Mexican-Texican War—1842

This one requires very little imagining, since independent Texas really was at war with Mexico during much of the brief history of the Lone Star Republic. Actual hostilities were on a small scale because of the unsettled state of Texas and the internal squabbles of Mexico, but that needn't bother the wargamer with a little verve and a flexible sense of the past.

Your fictitious campaign has plenty of action, ashore and afloat. (There actually were clashes between the Texican Navy and Mexico's surprisingly modern fleet.) For uniform freaks, the Mexican army of this period is undoubtedly the most gaudy and gorgeous of any era in wargaming. Every private soldier dressed like a Turkish generalissimo at least, and the Texicans, in drabber dark gray fatigues, make a pleasing contrast on the battlefield. Could Santa Ana have recovered Mexico's lost provinces and avenged San Jacinto? Let him have a try!

The Great War at Sea-The Mediterranean, 1914

For armchair strategists and wargamers, one of the great annoyances of history is that Italy defaulted on her commitments to the Triple Alliance when World War I broke out. Had the Italians joined Germany and Austria-Hungary, the Med might have echoed to the thunder of fleet actions, nearly as large and fully as important as those that were actually fought in the North Sea. Isn't it a shame that they never used all those big dreadnoughts!

Mere facts need not deter the imaginative wargamer, however, from conducting a fictitious campaign of great drama. Tunisia is French; Libya, Italian. The British hold Egypt, and their Mediterranean Fleet operates out of Gibraltar, Malta, or Alexandria. Their French allies are based on Toulon. Opposed to the Anglo-French forces we have the large Italian Navy, stiffened by Austria-Hungary's four ultra-modern battleships and SMS *Goeben*. The Triple Alliance warships operate from Pola, Taranto, and La Spezia or Palermo. It is possible to imagine further that von Spee's squadron, escaping destruction at the Falklands, might enter the Mediterranean to reinforce the Austro-Italians. There might even be a mighty clash of dreadnoughts in the shadow of Gibraltar! Power and glory to the victors—and the deep six for the lost. Can any wargamer ask for a better chance?

The Anglo-France-German War—1886

"La Revanche" was a fiery issue for all patriotic Frenchmen for 40 years after France's humiliating defeat in the France-Prussian War of 1870-71. Hostilities might have been renewed at any time, and at no time was war closer than during the Bastille Day hysteria of 1886 when that be-medalled effigy General Georges Boulanger—the original "man on horseback"—flared briefly across the French political scene. In actual fact, Boulanger tiresomely committed suicide on the grave of his mistress and the war fever passed. But suppose history had taken a different turn . . .

The excitable Gauls rally behind their idol of the moment. The Third Republic falls to a Boulangist coup. War is declared! La Patrie en Danger! Aux Armes, Citoyens! Imagine Bismarck mobilizing his war machine and Queen Victoria's government viewing the situation with alarm. Sir Gamet Wolseley lands at Boulogne with Her Majesty's Expeditionary Force in support of the French. The Germans march, this time not under the supremely competent elder Moltke but under his erratic successor Count von Waldersee.

What will be the results? Will we need maps of Alsace or of the Rhineland? Will the conflict echo to triumphant shouts of "A Berlin!" or "Nach Paris!"? The astute wargamer may be the only one in a position to know.

The Great Caribbean War—1902

The Caribbean area is one of the most interesting strategic theaters in the world. But—alas for the wargamer!—there has been little large-scale sustained combat activity there since the days of Drake and Morgan. However, a little imagination can quickly rectify this unpromising state of affairs.

Let's start by supposing that the Confederacy wins the American Civil War. Given that first assumption, it is then fairly logical to further suppose that, in the absence of threatened U.S. intervention, Maximilian would have succeeded in sustaining himself as Emperor of Mexico. Now, given these two historical might-have-beens, it is then inevitable that war would break out between the Confederacy and the Mexican Empire for mastery of the Caribbean.

Our club picked 1902 as the date for opening this particular war since we wished to fight a naval campaign using pre-dreadnought ships and hail-of-shot tactics. However, 1921 or 1943 would do just as well as the turn of the century if you wished to sample the all-big-gun and aircraft carrier tactics of those periods.

In the 1902 scenario we interposed an independent and neutral Republic of Texas between Mexico and the CSA in order to be able to concentrate solely on the naval aspect of the conflict. However, if you enjoy land warfare on a huge scale there is room for over one hundred divisions to deploy on either side of the explosive Rio Grande frontier. Here is one more chance for Mexico to redeem her former glory. Viva el Imperio!

Bleeding Kansas—1940

Assuming that the South wins the Civil War, it is surely permissible to postulate the further fragmentation of the Union. According to this speculation, by 1940 the disputed area of the present state of Kansas is bounded on the north by, say, the neutral Great Lakes Republic, and on the south by a non-belligerent Confederacy, Republic of Texas, or even (see previous scenario!) Mexican Empire.

With the neutrals disposed of we are free to consider our opponents in this mythical Kansas theater of war: On the east we have the rump of the United States of America, with its war machine operating from Kansas City; and on the west, the powerful militarism of the Commonwealth of the Pacific, whose forces are based on Denver. The flat plains of Kansas, a 600-mile stretch of level battleground, are thus, for wargaming purposes, converted into a veritable North African Desert where the exploits of Rommel and his 88's, the Desert Rats and the Long Range Desert Group can be satisfyingly recreated in a totally different setting by the tough tankers of the Pacific Commonwealth and the armored cavalry of the US.

The Anglo-Italian War—1935

One of the greatest pleasures for the mature wargamer should be in commanding the underdog and still giving a good account. Good wargamers, therefore, should welcome the challenge offered by commanding Italian armed forces, especially the flashy Italian Navy. The historical pretext for their mythical war with Great Britain is ready to hand. England was opposed to Italy's farcical Abyssinian adventure of the mid-30s and was a leader in trying to halt what then seemed to be the Italian juggernaut in its round of conquest. In fact, England's opposition never went beyond endorsing a few feeble sanctions by the



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League of Nations, but there is no reason to suppose that a more resolute British government might not have gone much further.

I have always felt that, given the staunch leadership of any wargaming admiral, the Italian Navy in the Mediterranean could have done much better in an imaginary conflict than it did in real life. To even the odds a bit you might even allow the Italians of our fictitious 1935 war the use of their stillborn aircraft carrier *Aquila* a decade before her actual scheduled operational readiness. Italy had more submarines than any other power of that era too, and her air force, the famous *Regia Aeronautica*, was considered a world leader. . . . Hmmm, maybe the underdog isn't Italy after all, but the shoestring Royal Navy. Will history repeat itself? Or, this time, will Malta and even Gibraltar fall to the Fascisti?

The Irish Rebellion—1810

Ireland has been in rebellion against somebody since the Ninth Century, so it puts a minimum strain on historical credulity to imagine just one more bloody revolt. Now, during the Napoleonic Wars, it was the recurring dream of successive French governments to land an expeditionary force in Ireland in order to keep England occupied away from the Continent. Bantry Bay seems to have been a favorite landing point for land-bound French strategists.

Let's say, then, that in 1810 Marshal Davout succeeds in getting ashore with a corps of 25,000 men or so. The bog-trotters welcome the Frogs with open arms and soon raise a green-jacketed Irish Legion, 10,000 strong, to help oppose the British redcoats under, say, the brave old Duke of York. What possibilities are thereby opened up for a fresh Napoleonic campaign on the untrodden turf of the Emerald Isle!

The Franco-Japanese War—1906

Suppose that in 1906 the Emperor of Japan, having settled his quarrel with the Russians over Korea, sends his myopic little Sons of Heaven southward to win more Oriental lebensraum in what was, in those simpler days, French Indo-China. Admiral Togo, therefore, after attacking Port Arthur from Sasebo, descends with his torpedo boats on Saigon from Formosa. The French Navy of this period was composed of strangely designed but serviceable warships and might be assumed to include a powerful Far Eastern squadron. The French have a choice of several excellent harbors—Haiphong, Saigon, or even the commodious deep-water anchorage at Cam Ranh Bay. The waters of the South China Sea are wide and so bounded by the Philippines, the Netherlands East Indies, and the mainland of Asia as to make a fine, enclosed campaigning theater.

And what, in such a conflict of East and West, would have been the role of an American squadron based on Cavite, a Dutch flotilla operating from Batavia, or those then Japanese allies, the British, with a strong force at Singapore? How would tactics have changed during the war had even one newly built dreadnought suddenly been committed to an action between older styles of warships? Would the Tricolor triumph? Or does the Far East belong to the Rising Sun?

The Conquest of the North—1003

For centuries European geographers depicted on their dragon-decorated and mist-shrouded maps the elusive New World Indian kingdom of Norumbega, ever fading westward as exploration advanced.

Now suppose Norumbega actually existed. We find it located astride the mouth of the St. Lawrence River and farther north in Newfoundland and Labrador. It is a savage tribal feudality a land where the ferocious natives file their feet to points and, with unspeakable barbarity on nights of full moon, make human sacrifice to their hideous idols.

Got the picture of Norumbega? Now imagine the sensation in the viks of Norway and Sweden if Leif the Lucky had returned from this Vinland with tales of gold instead of wild grapes! Hordes of piratical

Vikings take ship for the west. Operating in their dragonships out of Eric the Red's Greenland stronghold, they descend with fire and sword on the primitive coasts of North America. . . .

Here is an engrossing opportunity for the wargamer to allow his imagination free rein, to people unknown coasts with man-eating hostiles, to raise cities in barbaric splendor, and still to remain within the bounds of known tactics and possibilities in the age of edged-weapon warfare. Will Leif conquer Canada? Will the Vikings establish a northern kingdom girdling the Pole? If so, what would be the effect on the American Indian if the Norsemen conquer?

Looking ahead five centuries, what if Cortez had lost?

I'm sure that the above examples give the reader some idea of how creative imagination can enhance wargaming. But how do you start? Let me give one final instance of a scenario on which I've been doing some research. It starts with an interview between Shaka, the founder of the Zulu empire, and a white settler in South Africa in 1826. The white man was describing European musketry tactics of the day and Shaka put his finger on the weakness of such tactics when at grips with his Zulu warriors, viz., in the length of time it took the European to reload his clumsy, smoothbore musket, a resolute Zulu might close with his assegai. The tactical problem could have been a thorny one, but it was never really resolved in large scale combat. In the conquest of the New World the musket-armed Europeans never had to face a native army as numerous or highly organized as the Zulus, and when it came time to subjugate Zululand the Europeans had a magazine rifle. Now just suppose that a smoothbore period European army, the conservative kind that Frederick the Great or Wellington would have recognized, did clash with a powerful native barbarism in . . .

The Antillian Colonial War—1827

This one requires that we first postulate the existence of Antillia, that mid-Atlantic island-mythical as Atlantis—with which cartographers decorated their maps until well into the nineteenth century. Given an Antillia, what colonial power might be tempted to intervene? Any number would do, but since we are dealing with a mythical isle, I prefer a plausible, but mythical, European power. Let's say, therefore, that Harold Godwinsson triumphed at Hastings, defeating William the Loser. Given this, we find in the first quarter of the nineteenth century not a Great, but what might be called a Lesser Britain, represented by the Kingdom of Wessex.

Now, let them colonize Antillia—at their peril!

The basis for all of these imaginative flights is the study of history. Some would-be wargamers downgrade the more time-consuming aspects of the hobby-organizational research and quality painting craftsmanship, for two examples. These people bone up on complicated rules and use *their* imaginations to suppose that they are skillful and respected practitioners of the table-top general's art. This is not so. Knowledge is the thing to respect in a wargamer, not batting averages. It doesn't matter how well you know a certain set of rules but how well you know the period in which you play. The above scenarios could not have been realized without a heavy commitment to the study of history, and wargamers who neglect these studies might as well be checker-players.

From this it follows that one of the most important possessions of the imaginative wargamer must be his library. Wargamers should read history—and not necessarily just military history either. The gamer who is also a history buff has a decided advantage over one who is not. In the first place, the history-buff gamer's imagination is likely to be more finely honed and certainly better balanced than that of the gamer who reads nothing but published rules and wargaming commentary. With a better balance in the realm of facts, therefore, the buff gamer is also a more well-rounded individual. He avoids the narrow parochialism and ludicrous monomania which is discrediting to the hobby and frequently so embarrassing to other participants. Have you ever gamed with some tight-lipped rule freak to whom the outcome of a table-top contest counted as a test of manhood? Pitiful! What small manhood to test, and how likely it is that such people have mastered nothing *but* the rules, which they use as their "equalizer" not only in wargaming but in life in general.



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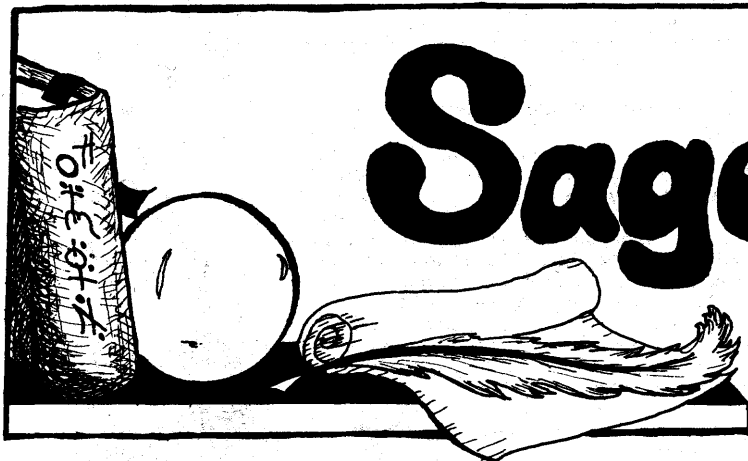
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Sage Advice

from Jean Wells

In my first column I had a question concerning a paladin and his sudden alignment change. That letter, like most, was extremely long and it did not warrant a whole column. I only printed part of that section. I, however, see the error of my ways. I should have explained that the paladin had done many other evil things before and that warranted an alignment change. It was not sudden. It was just that he had to be informed that he wasn't a paladin anymore. If I believed in anti-paladins, that is what he would be considered by me.

Also, I wish to correct another error that appeared in my first column concerning mules. For some strange reason I kept thinking they were donkeys. Mules can carry what a warhorse is supposed to, but once you get them down in a dungeon they are not going to want to turn comers and such. Everything else I said in that answer I still stand behind. If I have greatly upset anyone by my answer, I meant no harm. I am only tackling a huge column as a 1st-level writer. So please bear with me. If I make a mistake, I will gladly correct it in a later column.

Question: Can a thief wear studded leather?

Answer: No. He can't move silently because the studs will click on surfaces he touches, and they will add extra weight, making climbing up walls extremely hard.

Question: I have just started playing AD&D and I don't know what the following weapons are: Bardiche, Bec de Corbin, Bill-Guisarme, Fauchard, Fauchard-Fork, Flail, Glaive, Glaive-Guisarme, Guisarme, Guisarme-Voulge, Lucern Hammer, Partisan, Pick, Ransuer, Scimitar, Spetum and Voulge. Can you tell me what they are?

Answer: Alas, I don't have the space to do so. However, all the weapons but the Pick and Scimitar can be found in *The Dragon* #22, in an article on pole arms.

Question: Would a *Periapt of Wound Closure* heal or allow the healing of damage caused by a *Sword of Wounding*?

Answer: No. Only time and rest or a *Wish* will heal a wound caused by a *Sword of Wounding*.

Question: First, my question is in two parts; are the statistics in the present *Gods, Demi-Gods and Heroes* correct for AD&D, and since there are no large-scale battle rules in the *Dungeon Masters Guide*, are the rules in *Swords and Spells* or *Chainmail* the official army rules? If not, what rules are recommended?

Answer: *Gods, Demi-Gods and Heroes* was written for Original *Dungeons and Dragons*. There is a revised edition being written right now by Jim Ward and Rob Kuntz. This book will be for play with *Advanced Dungeons and Dragons*. There are no official rules for army battles in AD&D yet. We find that *Chainmail* works pretty well when we want to have armies fight each other. We are presently considering something along these lines, but it is in the beginning stages.

Question: One of my crazy friends has a Cleric/Fighter/Magic-User who also happens to be a human. In the *Players Handbook* under "human," it says that humans are not limited

as to what class they can become. Under the section on multi-classed characters, it says that only half-elves can be Clerics/Fighters/Magic-Users. Am I right in saying that his human can't be a multi-classed character?

Answer: Yes, you are. Humans can become dual class, but not multi-classed. Only demi-humans can be multi-classed. I suggest that you have your friend read the sections on multi-classed characters and a character with two classes on pages 32 and 33 of the *Players Handbook*. This should clear up all of his misconceptions.

Question: Will you answer questions about Boot Hill, Divine Right, Gamma World, etc.?

Answer: No, not on my own time. I don't play those games much. I have, but I prefer Q&D/AD&D. To have any questions in those areas answered, you will have to write to TSR and then they will see that the correct person answers your letter.

Question: If an evil Cleric is wounded can he heal himself? It is assumed that he can't heal others as that would be a basically good act. What about a *Raise Dead* spell? Can he use that if he proves that his intentions are evil?

Answer: Yes, the cleric can heal himself and others as well. He helps keep those nasty critters (men) alive to further the purpose of evil. I know of an evil Cleric who helps keep a party in *Cures*. He benefits from it. He is rotten to the core and would kick his mother out of her home if he thought something could be gained from it. As long as the Fighters are doing their job and keeping him from being attacked, sure, he will administer to them. You get more treasure if your Fighters kill more monsters, and they can only do that if they are alive. Besides, if a Cleric didn't pass out a few *Cures* and raise a few dead, he wouldn't have any worshippers to kneel before his or her god after a while.

QUESTION: Is there an anti-Ranger and an anti-Paladin in *Advanced Dungeons & Dragons*?

ANSWER: It depends. I say no, but others say yes. It doesn't say that there is an anti-anything in any of the *Advanced D&D* books. If you play straight by the books, there is no anti-Paladin or anti-Ranger.

QUESTION: I have the *D&D Collector's Edition*, the four supplements, the *Dungeon Masters Guide*, the *Monster Manual* and the *Players Handbook*. My friends say that they are all different games, the hardbacks and the paperbacks. Is this true?

ANSWER: Yes, it is. Everything that says *Advanced Dungeons and Dragons* is meant to be played together. If it doesn't say *Advanced*, then it can be played with the *Collector's Edition*.

Please address all questions to Jean Wells, Sage Advice, c/o THE DRAGON, POB 110, Lake Geneva WI 53147. Since all questions cannot appear in the column, please enclose a SASE to insure that your questions are answered. All questions that appear are edited from their original letter, and some are altered to appeal to a larger audience.

In Defense (Once Again) of the “Poor” Magic-User

Michael Dodge

These words are especially for those of you who have read any of the various articles which have appeared in *The Dragon* about the “all-powerful Magic User and how to delete his power” and cried “Unfair!” Even if you have agreed with those (supposed) words of wisdom, please read on.

I have been playing and DMing *D&D* games for almost four years and feel I have acquired a relatively good understanding of the game. During this playing time I have developed both Magic Users and Fighters (along with various other characters) and I take offense to the continual criticism of the *D&D* magic system, mainly as it concerns Magic Users.

Gary Gygax has written various pieces for *The Dragon* supporting his magic system as well as Magic Users, but support for his positions has appeared to be lacking.

It seems that a large majority of *D&D* players feel that the Magic User wields too much power and thereby controls the tempo of the game. This line of thought is in total contrast to mine. I'm sure most people (even you anti-Magic User types) will agree that the lower-level Magic User is not such an all-powerful character, with spells such as Sleep, Charm Person, Magic Missile and Web being the major offensive spells for the Magic User below 5th level. (This is not to degrade these spells; even a Charm Person—if used correctly—is a very good spell.) At the 5th level the Magic User can acquire more powerful offensive spells such as Fireball and Lightning Bolt.

Most people who have played Magic Users feel that they finally climb that first step to becoming powerful when they achieve the 5th level and can use a 3rd-level spell. That's when they start becoming overconfident, which usually leads to their downfall and the downfall of the party.

Take, for example, the case of a Thaumaturgist who casts a Fireball (his only 3rd-level spell) at his counterpart in the Fighter Class, a Swashbuckler. Even if the Swashbuckler takes the full effect of the spell and fails to make his saving throw, the chances of his being killed are next to nothing. With the Swashbuckler using eight-sided dice for hit points and the Magic User using six-sided dice for his spell, his chances of survival are very high.

“But wait,” some of you will surely say, “think of the damage that he took. Our fighters would then finish him off.” And you would be correct. But there is one thing you must remember: A dungeon adventure usually takes a long time to play, and the Magic User will be unable to cast that spell for another day. After a few encounters, even if he did not sustain any damage, the Magic User would be worthless, for what could be a long time, until he was able to use his spells again. Also remember that it is not always advisable to obtain offensive spells.

There are many times when a Read Languages or a Read Magic spell would be more useful than Sleep or Charm Person spells. So, there are many different factors which affect the strength and power that a Magic User has.

With higher-level Magic Users, such as 8th, 9th or 10th level, the same reasoning will apply. In a well run campaign, the opponents of that level of character are going to have equivalent strengths and powers. Along with the increases in strength and power goes the ability to make saving throws more easily. That fact alone greatly reduces the power of the higher-level Magic User.

The weakness of the Magic User must also come into focus. The inability to wear armor makes him relatively easy to hit by even low-level monsters; and the higher-level monsters are practically assured of a hit.

With four-sided dice for hit points, the MU does not make a very strong opponent. A Fire Giant (who would automatically score a hit vs. A.C.9 opponents) would have a very good chance of killing a 10th-level Magic User with one blow. On the other hand, the spells of the Magic User would have a hard time affecting the Giant, due to his having an easy roll to make to save vs. the magical incantations of the Necromancer. Also, do not forget the time delay from the beginning of the spell casting to when it actually takes effect.

The Magic User as I have described him is, hopefully, not that “all-powerful” character that some people would believe him to be. While his powers and abilities are a worthwhile addition to any party of adventurers, he is also one of the hardest of character classes to play. Many decisions await the player of a Magic User character, like when to use those power spells you have, knowing that you will not be able to cast them again for quite a while; also, deciding whether a defensive spell such as Invisibility would be more desirable than a destructive spell such as a Fireball or Lightning Bolt; and whether to take a possibly worthless spell like Read Magic or a more useful one like Sleep.

To those of you who run campaigns where magical items are as common as fleas on a dog, the Magic Users are probably the “all-powerful” characters who have been described in some of the articles in earlier editions of *The Dragon*. Even a Thaumaturgist is a powerful character to be dealt with when he has a Wand of Cold, Staff of Power or any of the other more powerful magical items. A 10th-level Lord would rightly fear a 5th-level Magic User with a Wand of Lightning Bolts.

Magical items should be limited and hard to acquire (especially the more powerful ones). Too many or even one magical item can unbalance the game and make the other characters' actions of little or no importance. Most people who play *Dungeons and Dragons* enjoy playing characters whose actions have some meaning and influence on the outcome of the game. There is nothing more unenjoyable than playing a game where one person's character is so over-powerful that the rest of the players feel like dead weight.

I say, let the Magic User alone. Allow him to use his abilities as described in the *D&D* magic system. If played correctly, the Fighter, Cleric and Thief all have as much power and influence on the play of the game as the Magic User.

A final note, for those of you who want to know about the even higher level Magic Users of the 14th-level-plus category:

I personally have not had the experience of playing with a character that high in level. After playing in a campaign (a very well-run one, at that) at least once a week for 2 years, I was pleased to have obtained the levels of 8 for my Magic User and 7 for my Fighter.

It is hard for me to understand how a player can obtain those high levels in less than 2 years, and sometimes in less than 1 year as I have heard. If people are using Greyhawk's “Guidelines for Awarding Experience Points for Monster Slaying,” reaching those levels would be a tremendous feat! A 14th-level Wizard would have to kill 430 Red Dragons or 925 Manticores or an amazing 60,000 Orcs to acquire the needed experience points by monster-slaying.

But for those of you who have made it to those levels, there would not be much difference in the relative power of the MU. The same disadvantages of no armor, fewer hit points and the ability to use spells only once per day make the higher-level Magic User no more powerful than the other character classes at that level. Take a 14th-level Wizard, pit him against 300 Orcs, and tell me whom you would wager on!

For Fearsome but Familiar Fiends: What Every Monster-Maker Needs

Blake Ward

Ever since I first began refereeing D&D over two years ago, I've always dreaded rolling for monsters to inhabit my newly created dungeons or to replenish "cleaned out" levels. It seemed that every set of tables I tried contained monsters for which I had no "statistics," and occasionally had not even heard of. To remedy this situation I finally

MONSTER LEVEL DETERMINATION TABLE

	Monster Level									
	1	2	3	4	5	6	7	8	9	10
1	01-25	26-60	61-90	91-00						
2	01-15	16-40	41-75	76-95	96-00					
3	01-10	11-25	26-60	61-86	86-95	96-00				
4	01-05	06-15	16-40	41-75	76-90	91-00				
5		01-10	11-25	26-60	61-85	86-95	96-00			
6		01-05	06-15	16-40	41-75	76-90	91-00			
7			01-10	11-25	26-60	61-85	86-95	96-00		
8			01-05	06-15	16-40	41-75	76-90	91-00		
9				01-10	11-25	26-60	61-85	86-95	96-00	
10				01-05	06-15	16-40	41-75	76-90	91-00	
11					01-10	11-25	26-60	61-85	86-95	96-00
12					01-05	06-15	16-40	41-75	76-90	91-00
13+						01-10	11-25	26-60	61-85	86-00

Monsters by Level

Level 1	Level 2	Level 3	Level 4
01-05 Beetle, Fire	01-03 Ant, Giant	01-06 Cockatrice	01-02 Doppelganger
06-09 Centipede	04-05 Badger	07-08 Gargoyle	03-04 Hell Hound (5 dice)
10-12 Gnome	06-09 Bugbear	09-17 Gelatinous Cube	05-06 Hell Hound (6 dice)
13-15 Goblin	10-12 Fungi, Violet	18-22 Gray Ooze	07-10 Hydra (5 heads)
16-19 Green Slime	13-15 Ghoul	23-24 Harpy	11-12 Jackalwere
20-22 Hobgoblin	16-20 Gnoll	25-26 Hell Hound (4 dice)	13-19 Lizard, Subterranean
23-25 Kobold	21-24 Lycanthrope (Wererat)	27-28 Imp	20-21 Mimic (7 dice)
26-32 Mule	25-31 Mule	29-35 Lycanthrope (Werewolf)	22-23 Mimic (8 dice)
33-38 Orc	32-35 Piercer (2 dice)	36-38 Medusa	24-25 Minotaur
39-41 Piercer (1 die)	36-39 Shadow	39-43 Ochre Jelly	26-34 Mule
42-50 Rat, Giant	40-44 Shrieker	44-51 Ogre	35-40 Piercer (3 dice)
51-53 Skeleton	45-47 Snake, Giant Poisonous	52-58 Rust Monster	41-44 Rot Grub
54-58 Spider, large	48-50 Snake, Giant Spitting	59-61 Slithering Tracker	45-46 Snake, Giant
59-62 Stirge	51-56 Snake, Huge		Amphisbaena
63-66 Zombie	57-64 Troglydte	62-63 Tick, Giant	47-49 Snake, Giant Constrictor
67-74 Dwarf	65-69 Cleric (2nd level)	64-65 Weasel, Giant	50-53 Spider, Giant
75-77 Elf	70-78 Fighter (2nd level)	66-71 Cleric (3rd level)	54-55 Spider, Phase
78-79 Halfling	79-83 Fighter (3rd level)	72-76 Cleric (4th level)	56-57 Water Weird
80-82 Cleric (1st level)	84-86 MU (3rd level)	77-84 Fighter (4th level)	58-62 Wight
83-88 Fighter (1st level)	87-88 MU (4th level)	85-90 Fighter (5th level)	63-65 Wraith
89-92 MU (1st level)	89-92 Thief (2nd level)	91-94 MU (5th level)	66-72 Cleric (5th level)
93-95 MU (2nd level)	93-96 Thief (3rd level)	95-96 MU (6th level)	73-82 Fighter (6th level)
96-97 Thief (1st level)	97-98 Monk (3rd level)	97-98 Thief (4th level)	83-89 MU (7th level)
98-99 Monk (1st level)	99-00 Monk (4th level)	99-00 Monk (5th level)	90-95 Thief (5th level)
00 Monk (2nd level)			99-00 Monk (6th level)

decided to sit down and work out some tables of my own. In order to make the tables easy to use for everyone I decided to use only monsters which could be found in the AD&D Monster Manual, and to make it even easier I've listed them exactly the way they appear in the Monster Manual, i.e., Lycanthrope (werewolf) rather than Werewolf.

The following tables include all the monsters from the Monster Manual that I felt it would be possible to find in a typical dungeon under normal circumstances. Of course, special levels (or dungeons) could include monsters not on the lists, i.e. a large underground lake or river would contain many aquatic monsters (fish, etc.) which are not on the tables. The monsters on each level are approximately equal, based on one of each appearing.

I've also included some adventurer-type monsters (clerics, fighters, etc.) on the tables, with their levels shown in brackets. They are all detailed in the AD&D Player's Handbook. These could be human, half-elf, elf, dwarf, etc. at the DM's option. The higher-level ones are likely to be accompanied by, guards, followers, assistants, etc. All the adventurer-type monsters could be treated as if they are other adventurers, just like the player-characters.

The number of monsters appearing will depend upon the size of the party of adventurers, the generosity of the dungeon (the more treasure, the more monsters), and, of course, the type of monster (some travel in groups while others are always found alone).

The tables are quite easy to use; just find the level below ground, roll a pair of percentile dice, and go to the monster level table indicated by the roll. Roll the percentile dice again to find the specific monster. The frequency of each monster type is taken into account by these percentages.

Level 5

- 01-04 Basilisk
- 05-11 Beetle, Boring
- 12-14 Carrion Crawler
- 15-17 Ghast
- 18-21 Giant, Hill
- 22-23 Hell Hound (7 dice)
- 24-26 Hydra (6 heads)
- 27-28 Lamia
- 29-30 Leucrotta
- 31-37 Lurker Above
- 38-40 Manticore
- 41-43 Mimic (9 dice)
- 44-45 Mimic (10 dice)
- 46-47 Morkoth
- 48-55 Mule
- 56-57 Owl Bear
- 58-62 Piercer (4 dice)
- 63-65 Naga, Spirit (9 dice)
- 66-67 Naga, Spirit (10 dice)
- 68-70 Su-Monster
- 71-77 Cleric (6th level)
- 78-82 Cleric (7th level)
- 83-90 Fighter (7th level)
- 91-95 MU (8th level)
- 96-99 Thief (7th level)
- 00 Monk (7th level)

Level 7

- 01-02 Demon (Succubus)
- 03-04 Dragonne
- 05-06 Ettin
- 07-11 Giant, Fire
- 12-16 Giant, Stone
- 17-18 Golem (Flesh)
- 19-23 Hydra (8 heads)
- 24-28 Hydra (9 heads)
- 29-33 Hydra (10 heads)
- 34-35 Lizard, Fire
- 36-38 Lycanthrope (Werebear)
- 39-40 Naga, Guardian
- 41-45 Otyugh (8 dice)
- 46-49 Purple Worm
- 50-55 Troll
- 56-58 Umber Hulk
- 59-66 Wyvern
- 67-76 Cleric (9th level)
- 77-89 Fighter (9th level)
- 90-95 MU (10th level)
- 96-00 Thief (9th level)

Level 9

- 01-09 Dragon Bronze (8 dice)
- 10-18 Dragon, Bronze (9 dice)
- 19-23 Golem, Stone
- 24-28 Golem, Clay
- 29-33 Mold, Brown
- 34-42 Noe-Otyugh (11 dice)
- 43-51 Neo-Otyugh (12 dice)
- 52-60 Rakshasa
- 61-69 Roper (11 dice)
- 70-78 Roper (12 dice)
- 79-85 Shambling Mound (9 dice)
- 86-93 Shambling Mound (10 dice)
- 94-97 Shambling Mound (11 dice)
- 98-00 Xorn

Level 6

- 01-05 Black Pudding
- 06-09 Bear, Cave
- 10-11 Chimera
- 12-13 Demon (type I)
- 14-15 Displacer Beast
- 16-17 Djinni
- 18-19 Giant, Frost
- 20-22 Gorgon
- 23-26 Hydra (7 heads)
- 27-31 Mold, Yellow
- 32-39 Mule
- 40-42 Mummy
- 43-44 Ogre Magi
- 45-48 Otyugh (6 dice)
- 49-51 Otyugh (7 dice)
- 52-55 Scorpion, Giant
- 56-60 Slug, Giant
- 61-63 Spectre
- 64-66 Trapper
- 67-68 Wind Walker
- 69-76 Cleric (8th level)
- 77-87 Fighter (8th level)
- 88-94 MU (9th level)
- 95-00 Thief (8th level)

Level 8

- 01-02 Beholder
- 03-04 Bulette
- 05-06 Efreeti
- 07-09 Gas Spore
- 10-11 Ghost
- 12-14 Giant, Cloud
- 15-20 Hydra (11 heads)
- 21-26 Hydra (12 heads)
- 27-28 Intellect Devourer
- 29-31 Mind Flayer
- 32-33 Naga, Guardian (12 dice)
- 34-36 Neo-Otyugh (9 dice)
- 37-39 Neo-Otyugh (10 dice)
- 40-42 Roper (10 dice)
- 43-45 Shambling Mound
- 46-48 Vampire
- 49-75 MU (11th level)
- 76-00 Thief (10th level)

Level 10

- 01-16 Demon (Type II)
- 17-23 Demon (Type III)
- 24-28 Demon (Type IV)
- 29-32 Demon (Type V)
- 33-39 Dragon, Bronze (10 dice)
- 40-43 Dragon, Gold (10 dice)
- 44-47 Dragon, Gold (11 dice)
- 48-53 Dragon, Gold (12 dice)
- 54-57 Dragon, Silver (9 dice)
- 58-61 Dragon, Silver (10 dice)
- 62-65 Dragon, Silver (11 dice)
- 66-72 Giant, Storm
- 73-83 Golem, Iron
- 84-92 Nightmare
- 93-00 Titan



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Feel Like RISKing Everything?

Adding Thermonuclear Tension to a Classic Game

George Laking

As anyone knows who has played *Risk*, victory in the game is often a combination of lasting through the 255th battle turn, handing in the 34th set of cards for 1,019 armies and rolling straight 6's on defense! To both shorten the game and return the excitement and tension (which is often lost in the slow buildup of ponderous *Risk* hordes), the following "nuclear options" are presented.

Two modifications are necessary before play can begin:

(1) Draw in additional oceanic paths between Western Australia and Madagascar; and between Argentina and Eastern Australia.

(2) Only five players may participate-the sixth player's pieces are used to represent nuclear weapons and areas of destruction (the RED player's pieces are considered particularly appropriate for this use). Alternately, six may play if suitable pieces (coins, small poker chips, counters, etc.) are available to represent each player's nuclear arsenal.

Nuclear Moratorium

From the beginning of the game through the end of the third game-turn, no nuclear weapons may be used. At the beginning of the fourth turn, they may be employed freely at the discretion of the owning player.

First Strike: The player who first uses nuclear weapons (thereby initiating thermonuclear holocaust!) may DOUBLE the effect of his nuclear weapons for that turn only (see Nuclear Weapons, Offensive Capabilities (below) for effects). This bonus is given both for initiative and surprise. Note that if he does not use all the nuclear weapons in his arsenal, the others' effect is not doubled on succeeding turns.

Nuclear Builds

Nuclear weapons may be built instead of-but not in addition to-regular armies. A player may: (1) build regular armies only, (2) build nuclear weapons only, or (3) build a combination of both, provided the total of both regular armies and nuclear weapons does not exceed his total allowable builds from cards, continent bonuses, etc. each turn.

Nuclear weapons are deployed like regular armies at the beginning of a player's turn. However, they may not be redeployed until the strategic phase of that player's turn, with all the limitations placed on them as on regular armies for strategic redeployment.

Nuclear Weapons

(1) Offensive Capabilities: One nuclear weapon automatically destroys one army unit in the target nation. Range is unlimited for an offensive nuclear weapon, i.e., it can reach any target nation on the board from any launching site on the board.

(2) Defensive Capabilities: One nuclear weapon used in a defensive capacity automatically seeks out and destroys one offensive nuclear weapon in the air, within the following limitation:

Range of defensive nuclear weapons is limited to the nation in which they are stationed and those nations immediately adjacent. Adjacent nations are defined as those having a contiguous border with the nation in which the defensive nuclear weapons are stationed. Bodies of water negate the-adjacent-nation status.

(3) Dual Mission: The players should note that each nuclear weapon has *both* offensive and defensive capability. The actual employment of the weapon in either its attack or defense role is at the individual player's discretion.

(4) Use: Nuclear weaponry may be used any time during the combat portion of a player's turn. The attacker need only state his intention of using nuclear weapons, the target nation and the number of weapons used. The defending player then states his intention to defend (if he can) and the number of weapons used in defense.

The attack is resolved first by trading off defensive and offensive weapons on a one-for-one basis and removing them from the board. Any excess in offensive weapons remaining then strikes the defending armies in the target nation, removing them-again-on a one-for-one basis. Normal combat may then follow (or continue) at the attacker's option.

(5) Results: If all the defending armies in a target nation are destroyed through the use of nuclear weapons alone, that nation becomes an impassable nuclear wasteland for one complete turn. Although destroyed, that nation still counts toward the owning player's builds and control of that continent.

The only restriction is that no player may advance armies into such a territory until the beginning of that player's turn who originally "wasted" that nation, and then only in the strategic movement phase of each player's turn. Note that this gives the destroying player the advantage since, in his strategic movement phase, he can advance armies into the territory and take it for his own side!

A player may waste his own armies through nuclear attack in order to create impassable "dead" zones between himself and the enemy hordes. However, if at least one defending army remains after nuclear attack, that nation does not become a wasteland and the offensive player may attack it again (at his option) conventionally.

While nuclear weapons can destroy armies on the ground, they cannot destroy other nuclear weapons unless airborne. All player's arsenals are assumed to be deeply buried in bomb-proof bunkers so that only a rare direct hit *might* destroy a single weapon. Direct attacks against another player's arsenal are, therefore, not allowed.

(6) Defense Against Ground Attack: Nuclear weapons have no defense against conventional ground attack. If all the defending armies in a nation are destroyed by the enemy's regular armies and there is at least one attacking army left, all nuclear weapons stationed in that nation are automatically destroyed and removed from the board.

Doomsday Device

If any player is wiped out in a single turn through nuclear attack alone, his remaining nuclear weapons are not automatically removed from play (since nuclear weapons cannot destroy each other on the ground). Instead, that player may make an IMMEDIATE final strike against the player(s) of his choice, using whatever nuclear weapons remain in his arsenal at the end.

Diplomacy

If is STRONGLY suggested that players form alliances and make limited treaties and non-aggression pacts well before the use of nuclear weapons becomes legal in the game. While such alliances and treaties are not binding on any player, they certainly help prevent turning 90% of the world into a glowing, radioactive waste on turn four!

Experimental Rule

Nuclear Submarines: Each player may place up to three nuclear weapons at sea in each of the following ocean areas: (a) Arctic, (b) Atlantic, (c) Antarctic, (d) Mediterranean, and (e) Pacific. Such nuclear weapons may be used in an offensive capacity only.

Such weapons may not be attacked by conventional or nuclear arms while "at sea." Range of submarine-fired nuclear weapons is limited to those nations which are immediately adjacent to an ocean area in which those nuclear weapons are stationed, i.e., the target nation must have a coastline on a body of water where an attacker's submarine-based nuclear weapons are stationed in order to be attacked.

Discussion

The above variant rules to *Risk* were first conceived at U.S. Naval Base, Rota, Spain (hence the inclusion of the experimental nuclear submarines rule) and later fully playtested by members of the Mid-Columbia Wargaming Society of Richland, Washington. Richland is also the site of the Hanford Nuclear Reservation, where nuclear power plants are being built to generate electricity! Needless to say, Nuclear Risk has a large following in the area.

In the playtesting sessions, it became obvious that additional paths were needed to prevent losing Australia and the entire Western Hemisphere early in the game. Both areas are too easy to defend with conventional forces, thus drawing nuclear fire and reducing them to separate piles of radioactive ash. Try playing these rules without the additional paths and you'll understand what we mean!

For the same reason, the nuclear moratorium was added to allow the players to consolidate a continent and build up forces—both conventional and nuclear—before the bombs started falling. The variant can be played without the moratorium, but an optional "trading period"—allowing the players to trade nations in order to gain a continent—should be added. Even so, games without the moratorium rule will go extremely fast (ten turns or less) and be less than satisfying . . . except to the winner.

The "first strike" rule places both an advantage and a disadvantage on the player who goes first once the moratorium is lifted. The advantage is obvious: more destruction per weapon if you push the button before anyone else does. The disadvantage is that everyone else knows you have that advantage! This requires a certain amount of diplomacy to prevent being the target of a multi-player alliance, and some risk-taking if you choose not to fire your missiles first. Optionally, the players can roll each turn for first move (beginning with the fourth turn) until someone actually uses his nuclear weapons.

Tactics enter the game when the player uses his nuclear weapons to aid a conventional attack.

Ideally, there are three possibilities:

(1) Attack first with nuclear weapons to "soften up" a position and then go in with conventional forces. This works best against such positions as the Siam barrier and other bottlenecks.

(2) Attack conventionally first and, if the battle turns against you, use nuclear weapons to bring your opponent's numbers down to your favor again. At that point, return to the attack with conventional forces until you win that battle (note that this tactic can be applied repeatedly to the same battle if your opponent continually rolls high on defense).

(3) Begin the attack conventionally and end with a nuclear strike against your opponent's surviving armies. This is a "desperation" tactic to be used only if your nuclear arsenal is running low and/or you are fighting defensively on that front (trying to gain a single card through conquest). It works best when you have the manpower to spare.

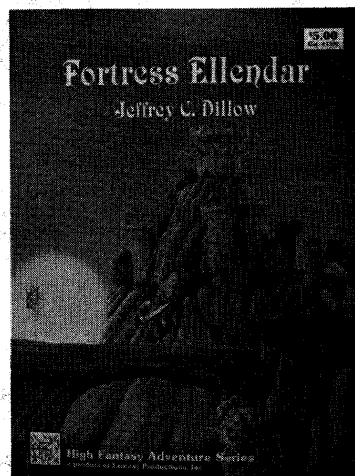
One important strategy was discovered in playtesting this variant: creating "dead" zones by nuking out your own (or your opponent's) armies. This is both offensive and defensive in nature: defensively, it allows you to trade space for time as you build up forces to return to the attack; offensively, it gives you a "free" country to conquer on your strategic movement phase—thereby gaining a card if you haven't overrun anyone else that turn!

Other strategies are possible using the Nuclear Risk variant rules—strategies you'll discover when you sit down to a short, fast game of Nuclear *Risk*. Battle fatigue rarely sets in once the missiles begin flying, with most games ending in an hour. Even games ending with the entire world wasted can be useful, providing the broad "historical" background to such games as *Gamma World* or *After the Holocaust*.

The next time you want some *Risk* action but don't have ten hours to spare, try these rules and . . .

"Nuke 'em 'til they glow!!!

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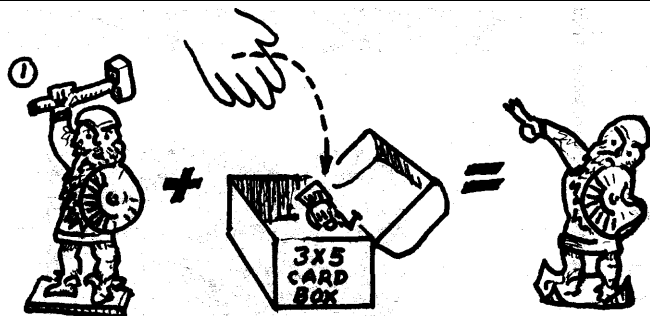
ANOTHER CHAPTER FROM *fantasysmith's notebook*

Miniature Spotlight

Welcome to the first (and we hope not the last) Fantasysmith's Miniature Spotlight. This special feature is designed to expose readers to other people's ideas on the furthering of the hobby of miniature figure col-

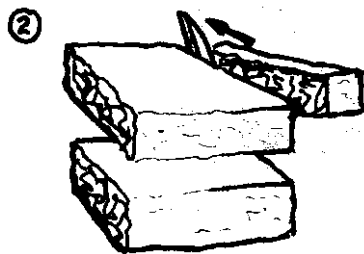
lecting and miniature gaming.

The first Spotlight falls on George Buce of King of Prussia, Pa., who has a solution for storing and transporting miniature pieces at minimal cost.

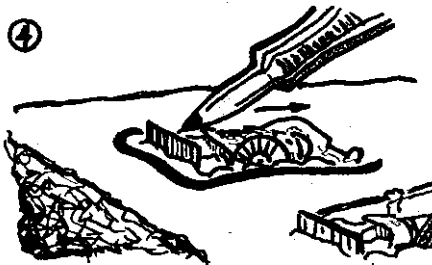


You may spend hours painting your figures, but if you carry them loosely so they can be shaken around, they'll wind up look-

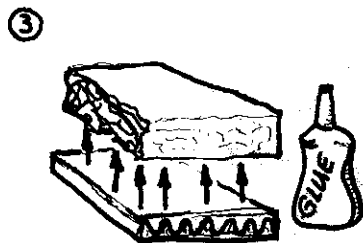
ing as if they took 20 hit points from an Ogre Mage!



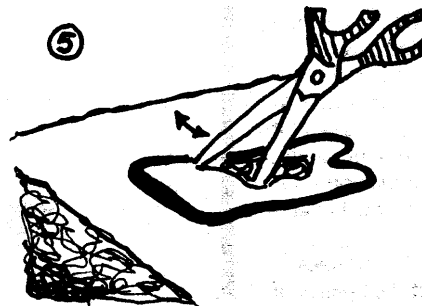
But George's figures look great! Here's how he does it: First, cut foam-rubber scraps to fit inside any convenient-sized box.



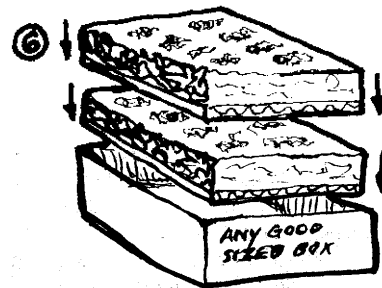
Draw around each figure with a felt-tip pen.



Glue cardboard on the bottom of the foam rubber and lay your figures on top of the foam.



Carefully snip enough foam rubber out so that the figure is completely surrounded by foam. Don't try to be too exact; it's not worth it.



You can put one foam-rubber holder on top of another in the same box.



Under normal conditions, you can take the box almost anywhere without harming the figures—just be careful when you're carrying them!

(Editor's note: The apparatus described here is quite similar in principle to Tank Trap, a storage case for micro armor designed and produced by Orisek industries. However, there is no such device on the market for the storage of other types of miniatures.)

Do you have an idea that can increase others' gaming pleasure at little or no cost? Send it to The Fantasysmith, c/o The Dragon, P.O. Box 110, Lake Geneva WI 53147, and you may find your idea in the Miniature Spotlight!



D-Day

A more accurate variation

Robert Barrow

This article outlines a new Order of Battle and Order of Appearance for *D-Day*. As a history nut and wargamer, I find myself drawn into research with a continuing effort to improve realism. While *D-Day 1977* updated the rules, the real problem of struggling with an inaccurate Order of Battle and Order of Appearance remained. My attempt is listed below.

(Warning, my factors are almost twice Avalon Hill's. If you wish to convert them to normal AH figures, take half of each, rounding upwards.)

Allied Order of Appearance (combat facotrs inside brackets):

1st week—2nd Polish Grenadier Division (7), British 38th, 45th 47th 55th and 61st Infantry Divisions (7 each), British 9th Armoured Division (10) and British SAS (two parachute regiments used as a single Z-factor unit).

9th week—1st Task Force--(parachute 5 factors) and 27th French Infantry Division (6).

15th week—1st Polish Parachute Brigade (2).

17th week—15th and 59th British Infantry Divisions (6 each).

30th week—48th British Infantry Division (7).

48th week—5th British Infantry Division (7). 4th Polish Infantry Division (7), 1st and 10th French Infantry Divisions (3 each).

German Order of Appearance:

1st week—363 Infantry Division (5).

3rd week—9th and 10th SS Panzer Divisions (13 each), 89th Infantry Division (7).

6th week—HQ 5th Panzer Army (3), 64th Infantry Division (4), 70th Infantry Division (7), and 6th Parachute Division (6).

7th week—49th and 51st SS Panzergrenadier Brigades (3 each).

8th week—2nd Parachute Division (6) and 13th Flak Division (7).

9th week—59th Infantry Division (7).

11th week—26th and 27th SS Panzer Divisions (really regimental-sized units 3 factors each), 100th Motorized Brigade (3), 106th, 107th, 108th, 111th, 112th, and 113th Panzer Brigades (3 each).

13th week—105th Panzer Brigade (3).

14th week—325 Infantry Division (7 factors, starts in Paris), 7th Parachute Division. (9), and 1st Parachute Army HQ (3).

16th week—HQ Army Group H (3).

Allied Order of Battle:

Infantry Divisions: 1,4, and 29, eight factors each.

2,3,5,8,9,26,28,35,36,42,44,45,63,65,66,69,70,71,75,

76, 78, 79, 80, 83, 84, 87, 89, 90, 94, 95, 99, and 102, seven factors each. British 43, 50, 51, 52, 53, French 1 and 4, Canadian 2 and 3 Allied, seven factors each.

Six factor units: 30, 97, 100, 103, 104; British 3, 49; French 2, 3, and 9.

Five factor unit: 106th.

Three factor unit: French 14th.

Airborne: 13 and 17th (5 each); 82, 101, British 1 and 6 (6 each).

Armored: 2 and 3 (12 each); British Guard and Polish Armored (11); British 6, 7 and Canadian 4th (10 each); 4, 5, 6, 7, 9, 12, British 11, French 1 and 2, Canadian 5 (9 each); 8, 10, 11, 13, 14, 16, 20, British 79th, French 5 (8 each).

HQ all 1 each.

German Order of Battle:

Three factor units: 16, 17, 18 LW Divisions and 348 Static.

Four factor units: 47, 49, 148, 157, 159, 165, 189, 242, 244, 245, 265, 266, 326, 338, 343, 344, 347, 711, 716 and 719 Divisions.

Five factor units: 48, 182, 708, 712 Divisions and 346 (5 factor motorized).

Seven factor units: 709 Division.

14 factor units: 319 Division (40,000 very well equipped troops used to guard channel islands).

Infantry Divisions: 5 factors: 276 Division.

Six factor units: 91, 271, 272, 275, 277, 331 and 243 Divisions (243 was really an infantry division and not static as AH shows it).

Seven factor units: 77, 84, 85, 353 Divisions.

Eight factor unit: 353 Division.

Parachutists: 2nd Division's 6th Regiment (3), 3rd Division (9) and 5th Division (6).

Panzer Divisions: 2 (15) 9 (8), 11 (8), 21 (10), 116 (9), 1SS (14), 2SS (11), 12SS (11), Lehr (10).

Panzergrenadier Divisions: 3SS (9), 15SS (9), 17SS (11) and 2 5 S S (9) .

HQ's all 3 each.

There it is. Before you start tearing me apart for misrating your favorite unit, remember that these are my figures and you are welcome to conjure up your own values.

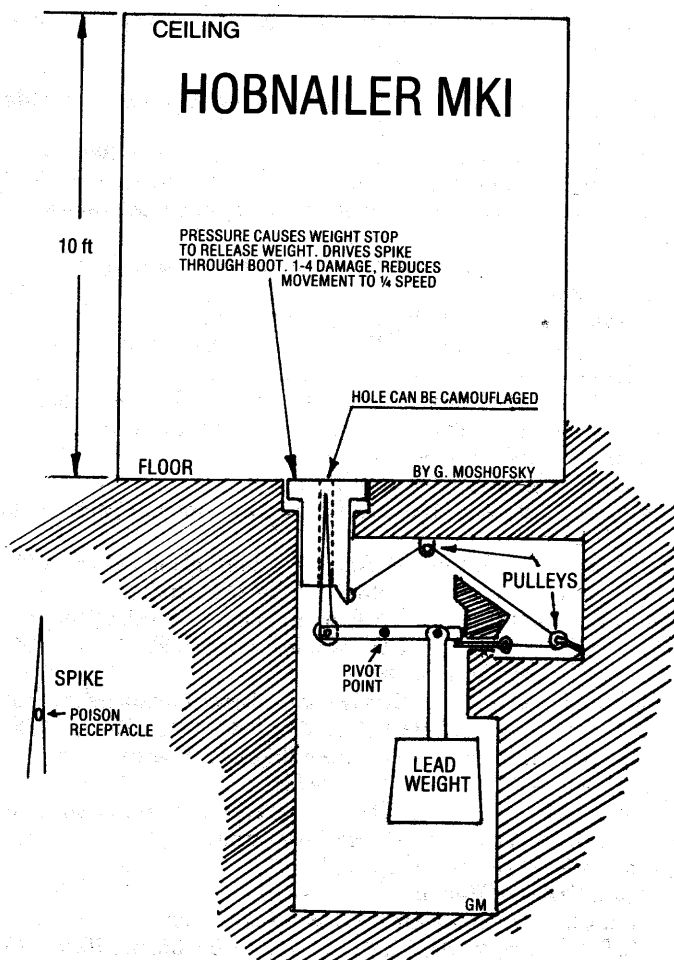
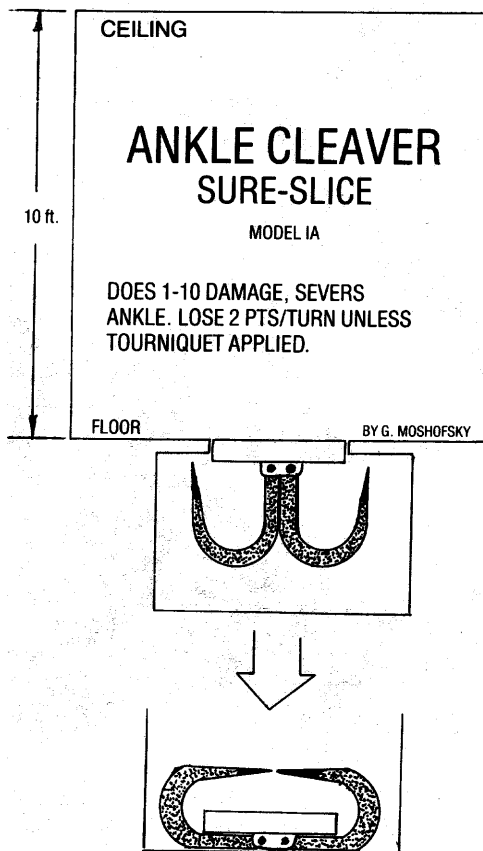
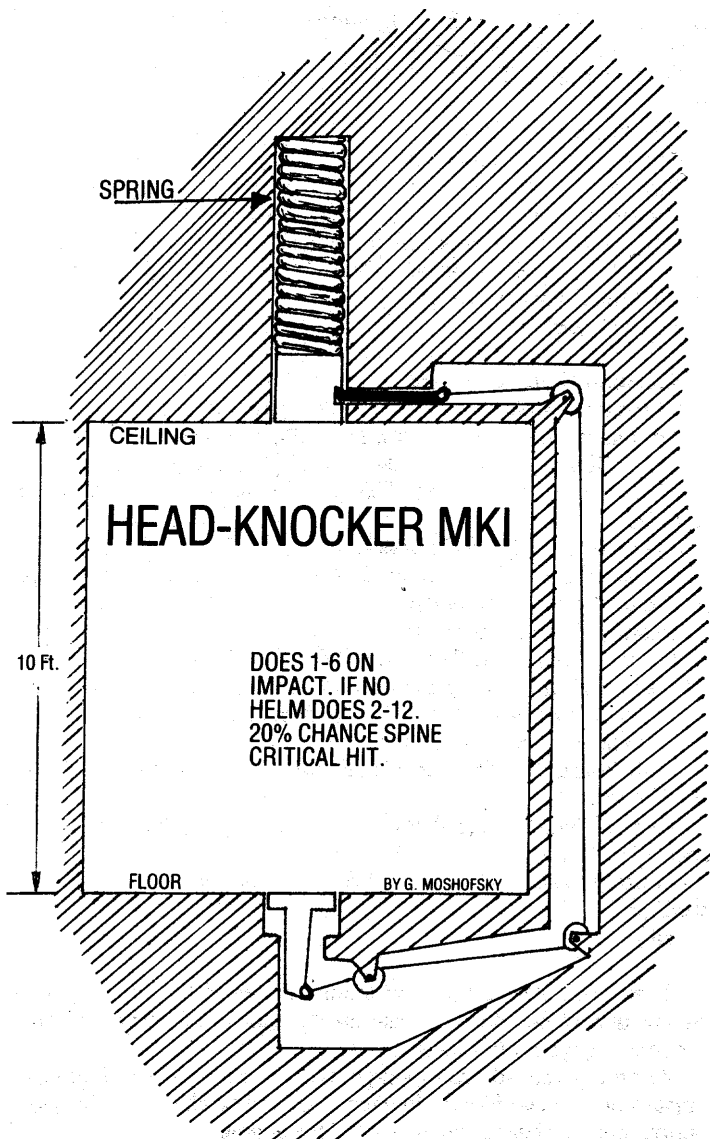
If nothing else, you can spring these new unit factors and Order of Appearance on two friends. In effect, they will be playing a new game without any intelligence knowledge of the enemy.

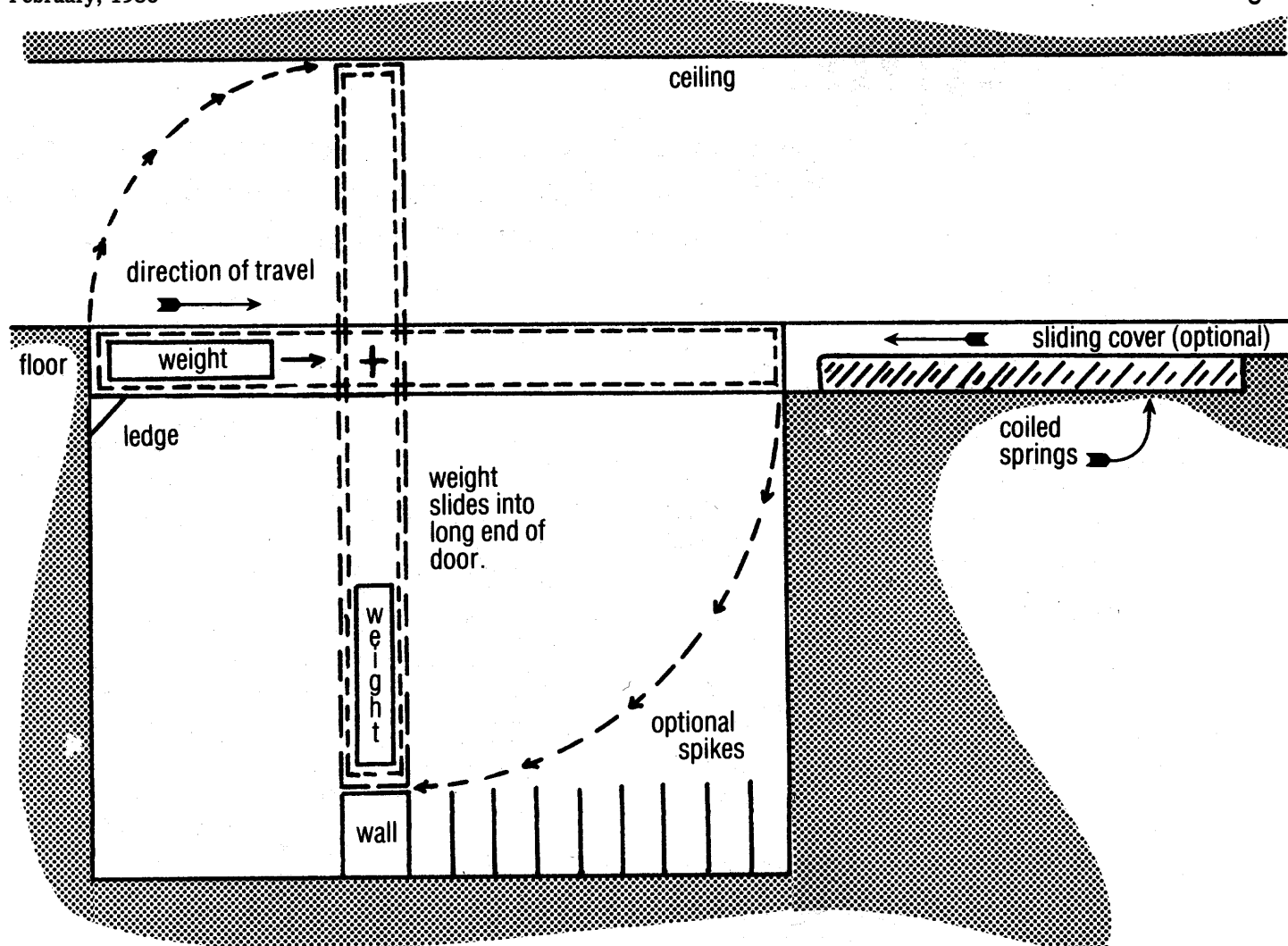
DASTARDLY DEEDS & DEVIOUS DEVICES

(Editor's note: Here, fresh from the drawing board, are The Dragon's first Dastardly Deeds and Devious Devices. After digging out from under a small mountain of submissions for this new column, we selected these contraptions to publish for DD&DD's premiere.

Gerard Moshofsky of Eugene, Ore., drew up the three traps shown on this page. More elaborate, but no less deadly, is the trapdoor-pit mechanism outlined on the facing page by Robert Dushay of Fayetteville, N.Y.

If you have a favorite trap or trick that's at least as dastardly and devious as what you see here, send it to DD&DD, The Dragon, P.O. Box 110, Lake Geneva WI, to be considered for use in this column.)





Robert Dushay

While designing a level for my dungeon, I dreamed up a pit design guaranteed to give any player fits! Unfortunately, it was far too nasty to even consider putting on level one (the level that I was re-designing at the time) but perhaps others can try this one in their dungeons.

This trap consists of a hollow trap door covering a pit. The trap door is pivoted at the near end, and a ledge at the near edge of the pit prevents the door from opening until a weight touches the door beyond the pivot.

When a person (or any other weight) steps on the door beyond the pivot, the fun begins! The door swings up as shown in the diagram by the arrows and the weight inside the door slides down to the long end. This will hold the door upright. The unfortunate person falls into the pit, possibly upon poisoned spikes. A wall within the pit keeps him isolated from the rest of the party.

In its basic form, this trap does three separate things: confining, channelizing and injuring/killing. Confining, by keeping the victim trapped within the pit unless he has some means of exit. Channeling, by sealing off the corridor with a now-upright trap door. (It is just as high as the ceiling.) And of course, injuring/killing by the fall into the pit

or by the spikes which may be placed within it.

In order to balance the door properly in its unsprung position, the long end of the door must be nearly equal to the weight of the short end of the pit plus the weight inside the door at that end. Notice that when the trap is sprung and the weights slip into the long end, it will weigh much more than the short end, making it nearly impossible to swivel the door back to its former position. This ensures a near-permanent seal in the corridor.

This trap has several interesting possibilities. A spring-loaded door cover may be inserted in the floor just beyond the door so that it springs into position, sealing off the pit on that side. Placing a few nasty monsters in the pit to receive the victim as he falls is a cruel idea. (Particularly if you use an ordinarily weak monster for the level in question.) Spikes, whether poisoned or not have already been mentioned.

Lastly, this pit is nearly player-proof. If a party is roped together to keep a point-man from falling in a pit, the lifting of the door will pull the unfortunate victim off the floor by the suddenly stretched rope (as it must now go over the top of the upright door rather than straight across a level floor) to be

smashed/crushed against the door and the ceiling. Merely tossing iron spikes ahead of the group will not provide sufficient weight to open the pit. Or, even if they do open the pit, a player standing on the short part of the door will be lifted up and thrown like a catapult-shot down the hall. If the player is too heavy to be "shot" in that fashion, he will just be, ungracefully dumped into the pit. If a player is too heavy to allow the door under him to lift him at all, the pit just won't be sprung by the weight of the iron spikes. Using carts full of weights (As Michael Crane's players seemed to do— "Notes from a Very Successful D&D Moderator"—TD #26.) will destroy the cart as it falls into the pit and also seal it off from the party permanently. Unless the party has several carts, they will have lost their trap finder.

The only way that I can see a party defeating the trap is by passing over it en masse, but even then, the last man on the long end of the door will trigger it, falling into the pit and sealing off the corridor behind the group. To reopen the path back, magic must be used. Few parties would enjoy wasting their spells to deactivate a trap, and even so, it will still weaken a party considerably.

Any way you look at it, the party is sure to suffer. Have fun!

Attention!

This is a Tekumel test. If you don't play EPT, read it to someone who does. And have fun trying to pronounce the names. . .

Michael Crane

Instructions: You have thirty sixtens to answer the following questions. Circle the answer that you think is correct for each question. For matching, place the correct letter next to each question. If you get stuck on any one question, skip it and go on. Begin now.

Part I: General History of Tekumel

- How many sister planets does Tekumel have?
A. Two B. Three C. Four D. Five
- Which one of the following races was not native to Tekumel, but was an interstellar race instead?
A. Ssu B. Hlaka C. Swamp Folk D. Hlyss
- Which following phrase was used to describe the holocaust that happened to Tekumel when it was cast through the "hole in the sky"?
A. Day of Destruction B. Time of Darkness
C. Time of Blackness D. The day of the never-ending night
- How far back do the earliest records of Tekumel apparently go?
A. 100,000 years B. 50,000 years
C. 25,000 years D. 5,000 years
- Nayari of the Silken Thighs ruled from which of the following cities?
A. Jakalla B. Bey Sey C. Purdimal D. Avanthar
- Which of the following first contacted the "Gods" on Tekumel?
A. Haida Pakala B. Pavar C. Vimuhla
D. Menu Borodlya
- Who attacked Tsolyanu during the war of 2,020?
A. Yan Kor B. Muugalvya C. Salanya D. Livyanu
- Which county's ruler sits open and barefaced?
A. Salarvya B. Muugalvya C. Yan Kor
D. Saa Allaqi
- Which great general ruled Tsolyanu's military party, until sent into exile by the royalist party?
A. Pendarte of Kheires B. Kettukal hiMraktine
C. Hrsh D. Qiyor the Many-Tongued
- Which of the following is the current leader of the priestly party?
A. Mirigga B. Gamula C. Subadim D. Aknallu

PART II: Creatures of Tekumel

- Which of the following creatures is of value to the armorers of Tekumel?
A. Gerednya B. Kheshchal C. Cholokh
D. Teqeqmu
- The creature created by the priests of Ksarul.
A. Chlen B. Chnelh C. Dnelu D. Mnor
- "The concealed leaper"
A. Dzor B. Feshenga C. Zrne D. Dnelu
- "The small giggler"
A. Hyahyuu B. Kuruku C. Feshenga D. Tsiil
- "The toother dweller below"
A. Haqel B. Ghar C. Krua D. Tletlakha

Match the animal to its description:

- | | |
|------------------------|-------------|
| 6. "The mantle" | A. Huruu |
| 7. "The howler" | B. Hyahyuu |
| 8. "The whooper" | C. Biridlu |
| 9. "The flying undead" | D. Chaskeri |
| 10. "The water maiden" | E. Vorodla |

Part III: Gods & Cohorts of Tekumel

- The God who is "Master of the Paradises of Teretane"
A. Karakan B. Ksarul C. Belkhanu D. Dininala
- The cohort who aids those who give themselves up to greed and avarice.
A. Qon B. Durritlemish C. Chiteng D. Hrihayal
- The God whose symbol is a golden "V" resting among stylized waves.
A. Thumis B. Sarku C. Chiteng D. Belkhanu
- Prince of the Blue Room, Master of Magic and Grammarie are among his titles.
A. Thumis B. Ksarul C. Ketengku D. Gruganu
- The deity with the sword "Bloodsong."
A. Karakan B. Chegarrar C. Vimuhla D. Chiteng

Match the god to his description:

- | | |
|--------------------------------------|------------|
| 6. Guide into Darkness | A. Thumis |
| 7. Sage of the Gods | B. Dra |
| 8. Lord whose name must not be known | C. Sarku |
| 9. Knower of Spells | D. Hnalla |
| 10. Singer of the Hymns of the gods | E. Gruganu |

ANSWER KEY

Part I	Part II	Part III	
	Q A	Q A	
2 B	1 A	1 C	
3 B	3 D	2 D	
4 C	4 B	3 D	
5 A	5 A	4 B	
6 C	6 C	5 D	
7 B	7 A	6 C	
8 A	8 B	7 A	
9 B	9 E	8 D	
10 B	10 D	9 E	
		10 B	

1 point for each question answered correctly, plus ¼ point for each skipped question.

Number Right

28-30
24-27
18-23
11-17
0-10

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Passable
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Bolotomus' Revenge

Or, It's More Than Just a Playing Surface

Glenn Jarrell

I have been playing the game *Snits' Revenge* for some time now, and in playing I have developed several ideas on some optional rules for the game.

One of the ideas that I employ the most is omitting the Spark of Life. Leaving this organ out greatly improves the Bolotomus player's chance of winning, as it allows the Snits to win only by System Shock. It gives the Snit player a better chance of improving his strategy and a lesser chance of winning too easily.

Another idea is to have each organ of the Bolotomus have something special to do inside the Bolotomus. It seemed strange that most of the organs in the Bolotomus were useless, and it seemed that they had to be useful in some way or the Bolotomus wouldn't even have them.

Below is a list of the organs of the Bolotomus and what particular duty each would have:

Agulator—If this organ is destroyed, all Runnungitm pieces receive a +1 on their Chomping die until it is replaced. This Snorg functions as the brain of the Bolotomus.

Antephellum—This Snorg functions as the kidney. It has the power to eject one Snit per game-turn during its movement phase on a six-sided die-roll of 1 or 2.

Atrium—If this Snorg has the snot kicked out of it, no Runnungitms may be created until it is replaced. All Snits kicking at it receive a -1 to their dice roll. This Snorg is the heart of the Bolotomus.

Divercease—All PuPus flowing into this organ will automatically be eliminated from play. PuPus will try to evade this organ if possible. It is the liver Snorg of the Bolotomus.

Finduncle—No new Snorgs may be reproduced until this Snorg is replaced when kicked by a Snit. Snorgs may be replaced on the same game-turn that the Finduncle is brought back into play. This Snorg

must be replaced on the game turn following its elimination. It is the blood-producer of the Bolotomus.

Fleotis—If the Fleotis has the snot kicked out of it, any Snit attempting to enter the Bolotomus through the Fleotis has a +1 to its attempt to enter the Fleotis. It is the lung of the Bolotomus (the air being pumped in and out of the Bolotomus hinders the Snit when the Fleotis is functioning).

Forebosinator—The life source of the Lapotum. If this Snorg is eliminated, the Lapotum may not produce any new Runnungitms until the following turn. The following turn provides for the Lapotum to make a change of its power source to a different Snorg adjacent to it. If the Forebosinator is replaced, the change of power source back to it is instantaneous.

Glut—This Snorg functions as the intestines of the Bolotomus. It has the same power as the Antephellum.

Lobulus—Functions as the backbone. If destroyed, the Bolotomus's back falls in on him, crushing the Snit and anything else in the area to death. Any Snit entering the area is on a suicide mission. The Lobulus may be replaced and brought back to normal.

Mutorney—The Stomach of the bolotomus. All attacks are at -1 because of the slipperiness of the Snorg's chamber due to digested food.

The special abilities of the Eye, the Compositors, The Prolobosinator, and the Lapotum remain the same as those outlined in the rules.

These abilities were primarily made up to compensate for the omission of the Spark; however, the Spark may still be used with the special abilities.

My compliments to the authors for such an amusing game, and may you never be cornered by a Runnungitm!

What's in a Name?

As Much As You Put Into It!

Mark Whisler

A Dungeons & Dragons character is as complex as the person playing him/her. One of the easiest ways to create a different personality in one's characters is to give them names with a little thought invested in them. The run-of-the-mill character is going to have a run-of-the-mill name; hence, we see a lot of names like Fred the Swordsman or Barney the Magician. One step better is the character whose name shows that the player was thinking when he named him, but thinks he/she's going to be cute, so we have a Cleric named Toogo of the Holy Order of Fries or a Ranger named Lone.

My favorite characters out of fantasy always had names that were two other words of not necessarily associated meanings that were put together to make up a name of peculiar power. Death and Piper will serve. Roll the combination around in your mouth for a minute. Nice, eh? Now add an appropriate forename, like Caine. See what I mean? It makes it so much easier to get into the persona of a character named Caine Deathpiper. I mean, with Deathpiper around, Lone the Ranger is just a silly joke and Fred the Swordsman is a drudge.

Now, I'll bet you're wondering how you can get names like these for

your characters. It's simple. Take 1d6 and 1d20 and cross-reference the result; for example, a two on the d6 and a three on the d20 give you "Death." Now roll them both again, a three on a d6 and a ten on the d20 is "Piper." See how simple it is? The words below can be changed to suit your fancy, of course. You can even roll until you get what you want (free choice).

Name Generation Table

<u>1.</u>	<u>2.</u>	<u>3.</u>	<u>4.</u>	<u>5.</u>	<u>6.</u>
1. Hawk	Fair	Spear	Eagle	Dark	Dreamer
2. Black	Stone	Singer	Gray	Star	Bow
3. Blade	Death	High	Staff	Brother	Strong
4. Wood	White	Bear	Moon	Silver	Claw
5. Sure	Slayer	Helm	Free	Weaver	Wave
6. Shadow	Tiger	Shield	Sea	Fox	Sky
7. Dancer	Flame	Bone	Changer	Sly	Foam
8. Red	Horn	Soul	Gold	Cleaver	Fist
9. Wolf	Blood	Bane	Lion	Fang	Wise
10. Hammer	storm	Piper	Rune	Heart	Wind

A Tournament Tabulation Formula To Take the Sting Out of Scoring

Jon Mattson

When flipping through the pages of *The Dragon* and similar gaming oriented magazines, one occasionally comes across an article on D&D tournaments—almost invariably dealing with the problems of scoring in such competitions and possible methods for improving it. Unfortunately, I have yet to see a satisfactory method of determining scores without at least a bit of guesswork.

Don't get me wrong—some systems I have seen work very well for particular tournaments. But there has never been, at least to my knowledge, a general-purpose system which could be used for any tournament with a minimum of modification. Here is my system, based on the work I have done in small tournaments (particularly in DMing them).

I do not claim that it's perfect: As I mentioned previously, I've yet to see one that is. It is based on limited experience (my own and that of other DMs I know), so you may run into problems not covered in it—this is where the modifications come in, to enable trimming the basic formula to fit your campaign.

Here is the formula which I have found works best in most tournaments I have conducted:

Explanation of Symbols:

VP — Victory Points.

M — Mission points, i.e. points for completing the main task(s) or mission(s) for each round (further explained below).

EMP — Experience points added to points awarded for magical treasure gained (the latter is optional).

RCP — Special room and clue points, i.e. points awarded for solving traps, etc.

DAP — Points awarded to the group by the DM; this is definitely optional and probably shouldn't be used in large tournaments with more than one Dungeon Master (see below).

LCP — Loss of character points (see below).

Experience Points:

Experience points are awarded as usual for monsters killed and treasure gained; however, for the purpose of finding victory points, only half of the usual e.p. is awarded for gems and jewelry obtained (providing, of course, you count such treasure as an experience gain as if it were gold-piece treasure in your campaign. I have seen some campaigns where only half or no experience is awarded for the gold obtained from gems and jewelry).

Magic Points:

These points are optional; DMs may decide not to give any points for the magical treasure obtained. If these points are awarded, however, they are added to the experience points and divided by 100 (as shown in the formula) for purposes of finding victory points.

The formula for finding magic points is as follows:

$$MP = BN \times PM \times 10$$

with "BN" being the base number (see below) and "PM" being the percent modifier. The base number is found on the chart below and is an arbitrary value rating of magic items:

Type of Item:

Base Number:

Sword	10
Misc. Weapon	12
Armor	11
Potion	10
Scroll	10 (plus 1 per spell over fifth level)
Ring	13
Wand, Staff, or Rod	13 (plus 1 per 10 charges)
Misc. Magic, chart:	
01-30	13
31-60	13
61-75	14
76-90	14
91-00	15

The percent modifier is found by subtracting the percent chance of rolling a particular item from 10 (with a minimum result of 1). Thus, the percent modifier of a Wand of Cold would be 6 (ten minus four, the percent chance of rolling it on the "wands" chart, i.e. 36-39%).

Example: Let's look at that Wand of Cold we mentioned above. It has twenty-two charges so its base number is 15 (13 plus 1 per ten charges, fractions rounded downward). Its percent modifier is 6, as was shown above. Thus our formula would look like this:

$$\begin{aligned} MP &= BN \times PM \times 10 \\ &= 15 \times 6 \times 10 \\ &= 900 \end{aligned}$$

This Wand of Cold would be worth nine hundred magic points.

Special Room and Clue Points:

Often, points will be awarded for solving traps, finding clues, and exploring certain areas. The exact number of points must be decided by the referee(s) but it is recommended that a scale of 20-100 points be used for these rooms and clues, possibly slightly more for rooms that will have a very direct result on the success of the mission. Of course, the points must be decided before the tournament begins, so that all players will get the same number of points for solving the same traps, clues, etc.

Additionally, DMs may wish to use this system for determining room values as a total (i.e., not counting each trap, clue, etc. in the room separately). Each room is rated on a danger scale of one to ten, with one being the least dangerous (i.e., an empty room or a room with just treasure) and ten being the most deadly (i.e., a very powerful monster and a trap on any treasure). This system is optional, but does make computing room values somewhat easier. If it is used, the chart below shows the approximate point value of each danger level with an arbitrary example of that level:

Danger Level: Point Value: Example:

1	1	Empty room.
2	5	Kobold or 10' pit trap (not both). Possibly a <i>small</i> clue.
3	10	Goblin or poison needle trap on chest or 15' pit trap. Possibly small clue.

4	15	Gnoll, several kobolds or goblins, 20' pit trap, etc. (not all of these—only one or two). Possibly average clue.
5	20	Average trap and/or third or fourth level monster. Possibly average clue.
6	25	Average trap and/or fourth or fifth-level monster. Possibly average clue.
7	30	Dangerous trap and/or fifth or sixth-level monster. Possibly a good clue.
8	40	Dangerous trap and/or sixth or seventh-level monster. Possibly a good clue.
9	50	Deadly trap and an eighth-level (plus) monster. Probably an excellent clue.
10	60	Deadly!!! A very deadly trap and one of those monsters you're always saying you should spring on the groups that are getting too confident (dragon, demon, etc.)! Probably an excellent clue, but they'll have to fight for it!

Dungeonmaster-Awarded points:

As mentioned previously, this part is optional since it is the one completely subjective variable in the victory point formula. However, if this is used, the DM should have a set number of points he can award to each group, usually in a scale of about 0-100 per round. Thus, he can never award more than 100 points (and only this much if the group played *very* well). If there is more than one DM for the tournament, they should discuss how each team played and come up with an evaluation from there. This sounds like a rather tenuous way to award victory points; indeed, it is—that's why it is seldom used in large tournaments. However, if there is only one DM for the whole tournament, this scoring becomes more practical since he will know exactly how each group fared and can evaluate them from there.

Loss of Character Points:

In many tournament scoring formulas, the number of characters left in the group serves as the multiplier of the rest of the points; the formula might look something like this:

Victory Points = Number of Characters Remaining x (E.P. + Room Value Points)

This looks fine on paper, but I see one immediate problem with it: What if all the characters in the group are killed? That would make the multiplier zero, and, of course, zero-times any number is zero. That group would end up with no victory points at all! To make matters worse, if it happens to more than one group (or worst of all, if it happens to all of the groups) there is no way of telling how well each group did in comparison to the others! In my formula I have not made the Loss of Character Points the multiplier; you lose only a relatively small number of points for each character killed, and the group won't usually end up with zero victory points.

Thus, for each character killed the group loses ten points plus a number of points based on the dead character's level (plus a lot of pride). In other words:

$LCP = 10 + 1/\text{level of character over first.}$

If the character is resurrected before the tournament is over, only one-third of the points are lost.

Optional: In some dungeons it is very important that the characters remain alive, since most of the victory points are obtained from them staying alive, not from discovering clues and such. Also, in dungeons which are relatively easy compared to the level of the character exploring it, the characters will find it very easy to stay alive. In cases such as these, the DM(s) may want to multiply the LCP by five so that the group will lose more points for losing a character. Thus the formula would look like this:

$LCP = 50 \text{ points} + 5 \text{ points/level of character over first.}$

Of course, the same system must be used for each group. I usually use this system myself, as I feel there isn't much point to completing a mission if everyone gets killed doing it.

Mission Points:

Many (indeed, most) tournament dungeons have a certain objective, a certain task which must be completed by the group, often with one such task per round. Mission points are awarded for this as follows:

Group comes nowhere near completing it: 1 point

Group comes close to completing it but doesn't quite do it: 2 points

Group completes the mission or task successfully: 3 points

These points are awarded after each round and totalled at the end of the tournament to get the group's total mission points for use in the formula. Note that some dungeons will have no special objective, so the mission points for them automatically count as "1."

After studying this article, readers may begin to think this system is overly complex; however, I intended it this way. Due to its complexity, it can be used as presented here to give a very detailed, precise point total so there won't be a shadow of a doubt as to who won. Or, you can take out some of the optional parts (or ail of them, for that matter) to give a not-so-exact, but simpler-to-figure-out total. This depends on preference (though, of course, each group must use the same formula).

For instance, if you wanted to have a very simple formula and the point value total didn't have to be too exact (based on treasure obtained, etc.) you might even wish to leave out all optional parts. The formula would look something like this:

$$VP = M \times \left(\frac{EP}{100} + RCP - LCP \right)$$

And if you didn't even have a special task or mission (so there probably wouldn't be any special room and clue points either), it might look like this:

$$VP = \frac{EP}{100} - LCP$$

Obviously, this will not give a very accurate assessment of the group's skill, but it would be very easy to work out.

Parts of the formula can be replaced or slightly modified to suit a particular dungeon. For instance, you may wish to only award victory points for certain monsters killed, not for all (awarding it just for giants in TSR's G1-3 Modules comes to mind).

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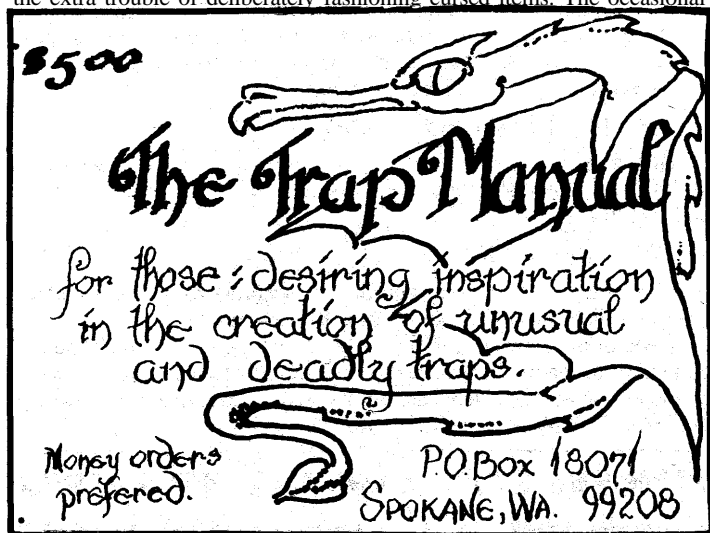
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NOW AVAILABLE...

Beware of Quirks and Curses: Magic Items Aren't Always Nice

Tom Holsinger
and
Candy Peterson

We have long disagreed with the premise of cursed magic items. Making a magic item is time-consuming enough as it is without going to the extra trouble of deliberately fashioning cursed items. The occasional



cursed scroll is a reasonable means of discouraging thieves from rummaging in a wizard's library, as is the inclusion of a few vials of poison in the potion locker. But cursed swords, delusion rings and the like are just too much.

So we propose that all magic items do exactly what they are supposed to do, but sometimes they do other things as well. The rationale I use is that something went wrong in the manufacturing process, and some malignant spirit or influence was imbedded into the item in question. Possibly it was attracted by the hoo-raw and mumbo-jumbo inherent in the manufacturing process, and the usual wards and such just didn't work for some reason.

The following tables apply only to magic items that are usable more than once, which excludes scrolls and potions. There is a basic 10% chance that any given item has a defect with a die roll of 01 indicating two defects. 90% of all defects are Quirks, 9% are Minor Curses and 1% are Curses. Referees should be careful not to let players simply dump items they don't want, but insist that they sell or trade them to someone else. Note also the marvelous opportunities this presents for urban encounters. Players could pose as thieves trying to fence stolen goods, but what they're really trying to do is get rid of some cursed item. And DM's could have a ball doing the same to players.

The tables as given are to be used with 20-sided dice. Players and referees are encouraged to come up with their own quirks and curses, and make a percentile dice table for this. Quirks are relatively harmless but annoying things. Minor Curses are real inconveniences and Curses are bad news. Note that none of them should be so bad as to cause a speedy death to the character stuck with the cursed item. Aside from reasons of fairness, player-characters can usually dump horrid items rapidly and the curse will affect them only until they find a friendly cleric or mage with a Remove Curse spell. Cursed magic items should still be useful and even desirable.

Touching the item is irrelevant; what counts is possession. Character is subject to defect as long as he has knowing possession of the item.

Quirks

- 1) Eyes turn red and glow in the dark. Vision unaffected.
- 2) Dogs, cats and small children fear you. Dogs growl at you, then yelp and run away if you look at them. Cats hiss, then squawl, spit, and run away if you look at them. Small children cry when you enter the room or come near them, then scream hysterically and try to climb up into the arms of the nearest adult if you look at them.
- 3) Touch kills green plants.
- 4) Character cannot enter temple or holy ground of a randomly chosen alignment other than the weapon's, which may be the same as his own.
- 5) Teenagers hero-worship or develop crushes on you and follow you everywhere. 10% chance per teenager. Parents will be very upset, and will probably have considerable influence if their kid had the leisure to meet you. It should be no more than remotely possible that a follower or henchman could be recruited in this fashion.
- 6) All normal fires within a 10' radius sputter and go out. Really big fires won't go out but they will be significantly affected. Lava and such wholly unaffected.
- 7) Skin color turns bright green.
- 8) Aversion to bathing. -2 Charisma, -6 Beauty, Appearance never better than Grubby, smell bad.
- 9) Grow light fur all over (same color as body hair). -1 saving throw vs. fire, plus 1 saving throw vs. cold.
- 10) People always mistake the character for someone else when they first meet him.
- 11) Character never recognizes celebrities (Conan, Elric, Thor) the first time he meets them.
- 12) 1% chance that persons of the same sex become infatuated with character.
- 13) Touch rots small wooden objects in 1-6 days. Affects objects up to normal door in size.
- 14) Foot problems (blisters, bunions, corns, ingrown toenails, etc). Marching speed reduced by half. Dungeon speed reduced by 2".
- 15) Gullible, reduce save vs. mental attack by 2, reduce Skepticism and Detect Lie abilities by 15% (the latter two are in the *DMG*).
- 16) Vicious temper, -2 Charisma, often starts unnecessary fights.
- 17) All beverages and liquids (including potions and holy water, but excluding drinking water and pure ethyl alcohol) within 5' radius of character immediately go sour, curdle or become spoiled.
- 18) Referee's imagination.
- 19) Roll twice, ignoring 19-20, to obtain two Quirks.
- 20) Roll on Minor Curse table.

Minor Curses

- 1) Random Xenophobia. (in *DMG*).
- 2) Random Xenophilia (in *DMG*).
- 3) Develop highly unpopular sexual perversion (necktie party if you're caught).
- 4) Develop socially unacceptable sexual perversion (Charisma reduced to 3 if you are discovered—Hint: It has to do with graveyards).
- 5) Particular species of animal hates you (DM's discretion as to whether or not it attacks you on sight). Includes lycanthropes of that species.
- 6) Character stutters at inconvenient times (DM's discretion).

- 7) Character is allergic to horses (running nose, sneezes, watering eyes, etc).
- 8) Reduce randomly chosen prime requisite by three for duration of adventure.
- 9) Reduce randomly chosen saving throw by three for duration of adventure.
- 10) Satyriasis.
- 11) Claustrophobia.
- 12) Become a particular species of lycanthrope during full moons.
- 13) Must eat and drink 6 times normal due to increased metabolism, also will age twice as fast as normal. Plus 2 to dexterity (19, not 18, maximum).
- 14) Character becomes homosexual unless character already is, or is bisexual, in which cases character goes straight.
- 15) Severe drinking problem, same as *DMG's* Dipsomania.
- 16) Compulsive Gambler, referee should make effects severe and debilitating as well as comical. Possibility that magic item with this curse would be used as a stake.
- 17) Nearsighted, cannot use missile weapons, minus 1 in melee attack and defense unless wearing glasses. DM's should have fun in creating sages specializing in optometry, legends regarding such sages, situations dealing with broken spectacles, etc.
- 18) Referee's Imagination.
- 19) Roll twice, ignoring 19-20, to obtain two Minor Curses.
- 20) Roll on Curse Table.

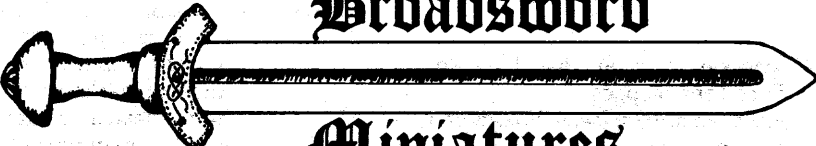
Curses

- 1) Amor makes you itch uncontrollably.
- 2) Extremely sadistic, as if anti-paladin.
- 3) Reduce all prime requisites by three.
- 4) Reduce all saving throws by three.
- 5) Lycanthropy at inconvenient times (chosen by referee).
- 6) Reverse alignment or sex, depending on which will cause the most problems.

- 7) Berserk during melee, only 50% chance per melee round after melee of calming down or will attack friends.
- 8) Healing spells cast on character are minus 2 per die (minimum of one): regeneration never works.
- 9) Minus 15% on all resurrection and system shock rolls.
- 10) Absolute fear of a particular class of monster (*all* undead, any of the Goblin Races, etc.) and will always run in panic.
- 11) Virulent carrier of a random lethal disease, doesn't affect self.
- 12) All damage dice inflicted by you, and healing spells cast on others, are reduced by two points each, but never below one point per die.
- 13) Missile weapons always hit friends.
- 14) Enemies and monsters never surprised, but you always are.
- 15) Coward; morale equivalent to level 0 soldier with no loyalty bonuses (in *DMG*).
- 16) Overwhelming desire for human flesh; must have it once per week or minus 1 from each prime requisite for each meal missed. Referee's discretion as to what happens when you are discovered. Possible alignment change.
- 17) Paranoid.
- 18) Referee's imagination.
- 19) Roll twice, ignoring 19-20, to obtain two Curses.
- 20) Roll once on each table, ignoring 19-20.


Example: Bork the Barbarian has a problem. He recently acquired two magic items with severe drawbacks when he caught a thief picking his pocket. The thief was overly quick to surrender and offer Bork his magic dagger and Elven Boots if Bork would let him go. Bork does not yet realize why the thief was so clumsy as to let himself be caught.

Bork already had a magic item that made him turn into a werewolf during full moons. The dagger has a curse that will make him absolutely terrified of all lycanthropes and the referee will have to decide how Bork will react to that, given his own lycanthropy. The Elven Boots have two defects: they make their wearer's eyes glow red in the dark and they spoil all booze within 5'. Bork is about to lose what few friends he has.




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Converting to LAHKMAR, in a nutshell

(Editor's note: When Prof. MacKnight began writing articles for The Dragon about Lankhmar, neither he nor we suspected that the tale would take so long to tell. You are now reading Part 4 of what may, when it's all down on paper, amount to a seven-part series.

And the last part will be worth waiting for. In his most recent communication with us, Prof. MacKnight described the unfinished manuscript as "an epilog or postscript giving an unpublished Fafhrd-Mouser adventure in the form of a puzzle, by (Fritz) Leiber and (Harry) Fischer." We hope you'll enjoy reading the original words of Lankhmar's creators as much as we'll enjoy publishing them. But in the meantime, the professor has a lot more to say...)

F. C. MacKnight

The following is a summary of moves, weapons, etc. for playing the original game of LAHKMAR on the LANKHMAR board produced by TSR Games.

(Matters not covered here are similar in the two games. i.e. rules for the Sinking Land, partnerships, object of the game and such.)

Board Changes: Enlarge the Sinking Land.
Move Ningauble's Cave to the north side of the Mountains of the Elder Ones.

Moves:

Warriors and Mercenaries— 2 spaces per turn on Normal Terrain, Desert and Steppes.

1 space per turn on Ice, in Woods and crossing rivers.

May not move on Marsh, Mountains or in water without boat.

Exceptions—Men of Kvarch Nar move normally in woods (2 spaces)

Men of Lankhmar and Quarmall move 1 space per turn in marsh.

Wounded men do not move.

Heroes—3 spaces per turn on Normal Terrain, Desert and Steppes.

2 spaces on Ice, in Woods, and when the move includes a river crossing.

Exception: Movarl goes 3 in woods.

1 space per turn in Marsh.

Exception: Pulgh goes 2 in Marsh.

May not move on Mountains (except Fafhrd, who moves 1) or in water (except Mouser, who swims 2)

Singly wounded hero moves as a warrior.

Doubly wounded hero does not move.

Horses—4 spaces per turn on Normal Terrain and Steppes.

No move on Desert, Woods, Ice, Swamp and Mountains.

Exception: Horses move 2 per turn in Woods when ridden by men of Kvarch Nar.

Camels—3 spaces per turn on Desert.

Loose horses and camels move toward Movarl at their usual speed when he calls, but they may not move in areas foreign to them.

Boats—2 spaces per turn. One man moves the boat The passenger may attack.

Attacks: May be made instead of a move. A man may not move and attack on the same turn.

Sword—Effective at 1 (adjacent) space only.

Hero—kills opponent.

Warrior or mercenary—kills another warrior or mercenary; wounds a hero.

Spear—Effective at 1 or 2 spaces as above.

If used at two spaces (thrown), the spear is placed on the target space, where it may be recovered by anyone passing through or landing on that space subsequently, unless the recipient of the spear is a hero, in which case the spear is retained by the hero (if that is his first wound.)

Ax—Effective at 1 space like the sword or spear.

May be used at 2 spaces (thrown) by Fafhrd or Northern Mercenaries like spear.

Arrow (bolt) or stone from sling—Wounds at 1, 2, or 3 spaces. (Unnecessary at adjacent space in which case a sword would be used unless the bowman is wounded.) The arrow or bolt lies on the target square and is recoverable from a dead man but not from a wounded man. Stones are always considered available except on water.

2 wounds kill a warrior or mercenary; 3 wounds kill a hero.

A wounded hero is considered to have the power of a normal warrior.

A wounded warrior may use only the bow.

Horses and camels are never killed but remain where their rider leaves them and are recoverable like a weapon.

Animals on the move responding to Movarl may also be captured in transit.

Dead men are immediately removed from the board, leaving their weapons behind

(Place *wounding* weapons in the side of the cork, others issued or collected in the top of the cork. Mapping pins are suggested for spears, axes, bows; regular pins for arrows. Pinhead color indicates kind of weapon, cork color the Citadel.)

Apportionment of materials:

Every man carries a sword except Quarmallians and Northerners.

Spears—Carried by Quarmallians.

4 allotted to Kvarch Nar.

2 allotted to Lankhmar and City of the East.

0 to Mingols and Northerners.

1 to Movarl

1 to pulgh

Bows (crossbows)—4 to Mingols.

2 to Lankhmar and City of the East.

0 to others.

Each Bowman carries 3 arrows or bolts.

Sling—1 to Mouser: that's all. Only the Mouser is proficient in its use.

If he perishes, no one else can use it. Suitable missiles are considered always available. He carries two with him, which can be used on a boat. He cannot use the sling while swimming.

Ax—1 to each Northerners and to Fafhrd.

Boats—Lankhmar: 2 large, 1 small.

Kvarch Nar: 1 large, 1 small.

City of East: 1 large, 1 small.

Mingols: 1 small (on Sea of Monsters).

Horses—Mingols 4.

Lankhmar 2.

Kvarch Nar 2.

City of East 0.

Camels—City of East 4.

Others 0.

(Mercenary fortresses are allotted no boats, no animals.)

Geases:

Allot to all Citdels by chance very five turns.

One man is chosen to accomplish the geas. He must be replaced if killed en route. Geasman may defend himself but not go out of his way to attack.

After the geas is accomplished, the geasman proceeds to the lair of Sheelba or Ningauble for a reward.

It is not necessary to inform the other players as to the nature of the geas until it has been accomplished.

It is not necessary to announce the reward until it is actually put into effect.

There are three options for the handling of geases. Whichever is chosen must be in effect for the whole game.

- Geasman is always subject to interference and/or attack.
- Geasman is immune to attack or interference while on the gease. He must go directly to his goal since he can not be interfered with. He is subject to attack on his trip to Ningauble or Sheelba for a reward.
- The geasman is free from interference until the reward has been awarded at Ningauble's Cave or Sheelba's Hut After that he is fair game.

Other recommended options:

Place the fort of the Northern Mercenaries north of the Trollstep Mountains rather than south of it in the forest.

Have an equality of armament of warriors of each citadel, rather than the preponderance of spears to Kvarch Nar and bows to the Mingols. Give 2 spears and 2 bows to all citadels. This option may help equalization of forces, but it will also eliminate the special strategies used by Kvarch and the Mingols appropriate to their weapon use.

Further remarks:

The most uncertainty I have about these new rules concerns which of the options for treatment of geasmen is best. It may well be that option (c) must be adopted or the award for successful geas accomplishment may never be given, which would be unfortunate. The game might degenerate into guerrilla warfare of geasman-hunting parties following armed escorts to geasmen. But that might make a good game, too!

The timing of new geases every five moves makes several overlaps necessary. Each player will have several geases in progress at once, and it would seem difficult to ever terminate a quest completely and successfully claim the reward. Yet even with the greater distances of the old game, geases were finished and rewards put into effect despite all difficulties. Probably because the games lasted so long!

How about doing away with the geases? It should be worth a try to make Lankhmar a pure game of skill to see how the adversary relationships work out without the interference of those vile old miscreants, Ningauble and Sheelba. Let them go on a long sleep or a vacation back to whatever frightful world they may have emigrated from. It could

yield clues as to what alterations need be made in the comparative strengths of forces. And perhaps to illustrate how the game really does need these unpleasant characters.

The game as invented by Harry Fischer and Fritz Leiber was a marvel of balance and consistency as far as I could tell in the playing of the game (even though later analysis for this paper casts doubt on the theoretical adequacy of the Kvarch Nar fighting force). There are two fundamental points that must be given primacy in conversion of the new game board to the old game:

1. Increase of the distances between points by lessening the normal traveling times of the men as allowed by the new Lankhmar rules, which, it seems to me, demean the game by reducing distances so that a mounted man can race across the Sinking Land in one move, and the Inner Sea is reduced to a mere puddle! The citadels themselves are only a few turns' journey from each other.

2. The elimination of chance in combat outcomes, and a substitution of chess-like calculations therefore.

Otherwise, the game owner is encouraged to try his own ideas of modification. My attempts to adapt the old game to the new board need to be validated by practice which I haven't been able to have yet, and it may prove to be that I have overcompensated Kvarch Nar.

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The 'Segment of Action' System Takes AD&D Melee One Step Further

Lenard Lakofka

I have designed many complex melee combat systems that have included such items as "hit location" and even "special damage." These systems have met with good reception by players, who have found them realistic, exciting and time consuming. Alas, the time taken when a figure has a good armor class, many hit points and/or many henchmen makes the system *very* time-consuming!

Thus I have decided that the simpler combat system, as espoused by Gary Gygax, is probably better in the long run. However, there are items in the *Advanced Dungeons & Dragons* basic melee system that I do not like. Therefore I have come up with the following "Segment of Action" system that has the advantages of versatility and the potential for complexity (if the Dungeon Master really likes to include weapon length and speed factors into a melee).

I will take the system in stages from basic hand-to-hand combat, to spell casting, miscellaneous actions, movement and special treatments.

I. The basic hand-to-hand melee system in which figures are fighting with weapons (natural or otherwise) that have the same basic length and spell factors is as follows: (Charges and multiple blows in the melee round will not be considered at this time. Note: Length and speed factors are not inherent in the system but can be handled by it, as seen later.)

Roll d10 and d20 for each figure. The first die measures "initiative" and the second measures the normal chance "to hit." (Note: This use of the word "initiative" does not equate with the AD&D use of the word.)

The d10 tells when in the melee round the event, in this case the blow with the weapon, will occur. Thus if a 7 is rolled the weapon will be used in the seventh melee segment. The d20 gives the chance "to hit" in the normal manner.

I do not wish to enter, for a lengthy period, the subject of why a figure only gets one blow. Remember the melee is NOT static and that movement, distance, and range in AD&D is NOT meant to be scaled to "real life." Thus, a figure gets his/her/its one blow per round with a weapon, and the Segment of Action system tells you when that blow will be dealt. If you and your players decide that you want "real life," divide all spell-casting times by 6, multiply ranges by 6, multiply movement by 6, reduce melee to 10-second periods, etc. If ONE portion is tampered with, everything involving range, distance, and time MUST change. This radical change is just not worth it. After all, it is only a game.

By knowing when the weapon will be used, it is a simple manner to add other factors at a later time. Note that dexterity does NOT alter this roll in any way (though you may want it do). Dexterity is taken into account in defensive armor class and when surprise is measured.

For example, a hobgoblin with armor class 5 and a long sword is fighting a warrior with armor class 7 who also has a long sword.

Warrior rolls 7/17 (meaning d10 = 7 and d20 = 17).

Hobgoblin rolls 3/5.

The Hobgoblin has the chance to strike first (segment #3) but misses with a roll of 5 "to hit." The warrior does not get a chance to strike until segment 7 but then succeeds with a 17.

If the Hobgoblin is not killed, melee continues.

Warrior rolls 5/18.

Hobgoblin rolls 5/20.

Simultaneous blows, and both hit! Again let us say neither is slain.

Warrior rolls 4/18.

Hobgoblin rolls 7/16.

Welcome to

Deomand's Tiny Mat

The Warrior goes first and hits. If he kills the Hobgoblin, the melee is over since the Hobgoblin's chance to hit does not come until the 7th segment.

Option: If a figure is killed, he/she/it will still get his/her/its blow as long as he/she/it strikes simultaneously. If "initiative" is off by 2 or more segments the blow is always lost. However, if the blow is only 1 segment late the dying (unconscious) figure still is allowed a blow if the dying figure makes a normal saving throw versus death. Obviously this option does not apply if the weapon (action) paralyzes, disintegrates or somehow destroys free action.

II. Figures with multiple attacks or with multiple blows per round:

If a fighter has two blows per melee round, d10 is not used for initiative, 2d6 are used instead. The first d6 gives the segment of the first blow, the second d6 added to it gives the time of the second blow. If the sum of the two is 11 or 12, then the last blow is still awarded but it is the last action of the round. If three blows are allowed, use 3d4 for the first, second and third blows. Different-colored dice are recommended.

If a monster has multiple attacks (e.g. claw, claw, bite), initiative can be measured in two different ways. I suggest only one die for all three attacks if they are all against one opponent. If against more than one opponent, then use a separate d10 for each opponent. If a monster charges with two horns, even if there are two opponents, I'd use just one d10.

Monsters with more than three attacks per melee round, even if versus the same opponent, should likely be measured by multiple d10, e.g. a Demon Type V gains 7 attacks. Using only one d10 is likely not best, but 7d10 is difficult. Compromise on 3d10, the first roll for 3 arms, the second for 3 more and the last for the tail. Obviously, you can rule on this any way that is most playable.

III. Missile fire:

Missile fire does not use d10 if a figure has multiple missile capacity per round. Thus, if an archer is allowed two arrows per melee round 2d6 would be used. If the archer is ready and "guarding" you might allow d4 for the first arrow and d6 for the second. Even if the total of the 2d6 is 11 or 12, the second arrow is allowed unless the archer is hit/killed. An archer who takes damage from a missile (or spell or blow, for that matter) should lose some initiative when firing. An addition of 1-4 to the second d6 is a reasonable penalty and can be a function of actual damage taken. Remember that archers hit by a fire ball, e.g., will not have any bowstrings left, to say nothing of bows and arrows.

Missiles fired simultaneously, as in a Manticore blast, used d6 for the segment of fire and not d10. Firing missiles is usually faster than jockeying for position to strike a blow with a hand-held weapon. Thus, d6 or even d4 is used for missiles with only a single firing per round, like a spear, throwing ax, dagger, sling bullet, etc. This assumes the figure is not surprised and has weapon and ammunition at hand!

If a figure is charging and throwing a missile and then closing for melee (or if he fires and is then closed with by an opponent) the missile is measured by d4, and the segments needed to move the required distance are calculated. Another d4 (or perhaps d6 or even d8 for a

large, heavy weapon) is rolled for the weapon action. If this roll plus the first roll and the movement come out to 10 or less, he can strike with the weapon; if 11 or higher is rolled either the weapon action is prohibited or comes last in any event.

For example, a fighter has a spear and a short sword. He wishes to throw the spear and then cross "three inches" to melee an opponent. Roll d4 for the spear, add '3' for the movement, then since the weapon is small (sword) and light he can draw it and still strike (roll another d4) in the same round after the movement.

However, if an archer wishes to fire an arrow, drop his bow, cross "five inches" and then attack with a two-handed sword, it is another matter. Roll d4 for the arrow (let's say a 3), then add '5' for the movement, which means it is the 8th segment when the man arrives at his opponent's location. For the weapon I'd use d8 since it is heavy and awkward. If 1 or 2 comes up, the blow is allowed since it will fall in the 9th or 10th segment of this round. But if 11 to 16 comes up the blow should be disallowed altogether, i.e., the fellow got there but the weapon was not in place for a blow.

Most "double actions" can be measured in this way. It is common for a figure to discharge something (even a spell), move, and still want to fight. Such actions are surely not unreasonable but are impossible unless some way to measure the segment(s) of action is possible. This system easily allows for such multiple actions by choreographing the round and deciding when each action occurs. A figure should NEVER be allowed two actions in one segment (even though we as real people could do more than one action in one segment) as that is grossly unfair within the rules of the game.

IV. Spell Casting:

Spell casting is measured from a base of d4. This will give the segment in which the spell begins. Remember that spell-casting time must also be added in! Thus, if a 1 is rolled on d4 the spell caster begins his/her casting in segment #1 and finishes as many segments later as the spell-casting time dictates. If he/she is hit during the casting, the spell is ruined and useless. If he/she is hit before the spell casting begins, he/she, if not killed or immobilized, might still be able to cast the spell. You might wish to throw for "surprise" in such a case using d6. A roll of 4 to 6 means no "surprise" and the figure may cast his/her spell, but a roll of 1-3 is added directly to casting time as a delay due to the effects of the hit. (Note: A spell caster who is missed or who makes his/her saving throw and thus takes NO damage will not be delayed in his/her spell.) It is essential that the DM realize that material components must be "at hand" before d4 can be used for spell initiative. If they must be gotten out then d6, d8, d10 or worse might be in order! Also, d4 assumes no "surprise."

In a melee situation it is unlikely that any spell can succeed, but the DM might allow quick 1- or 2-segment spells to be attempted. Longer spells will require relative immobility, which will decrease armor class by at least 4 levels. Thus, while *Shield* or *Magic Missile* might be tried a longer spell would surely be spoiled by the mere fact that the opponent is right on top of the spell caster and can grapple or just push him/her if not hit him/her with a weapon.

Breath and Glance Weapons could use d4, as they are very rapid. However, the slow movement of the catablepas, for example, might allow up to d10.

Finally, in the discussion of missiles, spells, breath and glance weapons comes ranges and time. An arrow/sling bullet might take a segment or two to travel to its target, perhaps 1 segment consumed per 6" of flight. Breath and glance weapons consume no time in this respect so the breath would reach its full proportions within the first segment. Spells that fire a projectile might be considered as rapid arrows while those that produce an effect would be instantaneous. Thus *Lightning Bolt* and *Earthquake* are instantaneous but *Magic Missile* might consume 1 segment per 12" traveled, just as *Fire Ball* might take some time to travel. The DM must rule and think out this situation for him/herself before play begins.

V. Magic items:

Magic item discharge can fit into this system too. Most items have a casting time explained in the text of the item in the *DM Guide*. Add to this d4 or some other appropriate die to simulate getting the item out

and ready for use. Items can be used in melee and are often not foiled by grappling or even a strike "to hit," since concentration is not always broken by a physical action. Decisions on this must be made on an item-by-item basis. E.g., a wand in a belt would be ready in 1-4 segments, or a Golden Lion can be taken from a pocket and cast down in 1-4 segments. But if the Lion is in a backpack, as many as 12 segments could be used in finding the device before casting it down. The Lion might still take some segments to grow.

VI. Surprise:

Surprise is still used in melee, of course. It is usually d6 for the party and d6 for the monster. I suggest using d6 per character and not for the group. This is not feasible if the melee is too large, of course. Dexterity applies to surprise. I might add that the example in the *Players Guide* and repeated in the *DM Guide* does not seem to be correct. I and the other proofreaders did not catch the mistake and omission in the list given in the example.

When measuring surprise, be sure that nomenclature is the same to avoid confusion. Thus, measure the chance "to surprise", or the chance "to be surprised" for each figure; do not measure the party's chance to surprise a monster but the monster's chance to be surprised. You will go nuts. Sometimes this means changing the numbers given about a monster/race so that both sides are measuring the same thing.

Surprise often applies only to a figure(s) who can see an oncoming problem, and thus the entire party can not throw for the result. If the reaction is to an area effect or a loud noise, then the entire party can be diced for. Remember that surprise does not always apply to a situation or even to both sides in a situation. There is no real surprise if the sides see each other at 200 feet. There may be surprise if one side is seen while the other is hidden. Once surprise, if any, is determined, and the number of free segments, if any, is measured, melee goes on as outlined herein.

At first it may seem that the separate initiative on a character-by-character basis is very time-consuming, but it plays rapidly if both "initiative" and "to hit" are diced at the same time.

As new situations occur, the *Segment of Action System* can easily be molded to cover them. The Dungeon Master makes a decision as to which die size should be used to determine the segment of action and then lets the player cast that die/dice for the action (or he casts the die/dice as necessary to maintain secrecy).

Weapon speed factors, of course, can be added. Weapons of speed 1-3, e.g., add no time to melee; those of factor 4-6 add 1 segment; 7-9, 2 segments; and 10+, 3 segments. Naturally, you can refine even those numbers if you wish, but I can not recommend this, as it will produce an unplayable result.

Weapon length can be considered, especially in a charge or climbing situation, by dispensing with the initiative die when weapons are set to repel.

The system will clearly tell you when an event occurs in a complex melee. Thus, if fighters A, B & C battle Giant X, but Orc Y and Orc Z are attacking A and B respectively, the situation would normally be difficult. In this system, roll d10 for initiative for A, B & C obtaining 3,5,& 9. The Giant rolls 4, the Orcs 7 and 4 respectively. Therefore the attack order is: A (with a 3); the giant and last orc (with 4s) (if either attack kills a fighter yet to attack the giant, that fighter loses his blow); next fighter B (with a 5); orc Y (with a 7) and Fighter C is last with a 9. The order is clear and the battle can be resolved in order.

You will note the system allows for the question of whether a figure can get out of melee before a blow is struck at him/her. If the figure who is fleeing can beat the initiative of his attacker (and assuming there is someone to take his place), he can escape jeopardy. The attacker can still attack the new replacement, of course, if the other figure has fled his grasp!

The Segment of Action System is very flexible. It allows for normal situations but also allows the DM to provide for new actions easily. The old system of one side first, then the other side is rather unfair and not any easier once the mechanics here are grasped. For huge battles I would recommend a set of miniatures rules and not individual melees in any case.

I may well have missed some detail but the skeleton of the system has been used by my players for over two years with good results.

Minarian Legends

(From page 6)

to annex the surrounding territory. Resistance was slight since the chief, whose name was Oyar, was a strong, fair leader who put a welcome end to the prevailing strife of the region.

Oyar founded a long line of princes, the Oyarostars, who governed Muetar until the twelfth century after the Cataclysm. The early Oyarostars maintained a disciplined kingdom and waged perpetual war on the frontier. They encouraged the zeal of their warriors by generous awards of newly conquered lands, a portion of which they retained as crown land to enrich the monarchy.

When enemies were strong, the expansion of the Mueta was temporarily checked. When a state fell into disorder, it quickly crumbled before Muetarian attacks.

An astonishing event accelerated the evolution of Muetar. In the tenth century after the Cataclysm, Minaria suffered invasion by monstrosities the ancients called "the abominations of the land and the

horrors of the air." Since many records were destroyed during these dreadful incursions, Hillero and the lesser historians necessarily made use of dubious materials, such as epic poetry and legend. The creatures may have been amphibians, for they followed the river valleys inland from the coast. Their infestation of the great lake of the Deep, then called Lake Lorimer (the Green Waters), caused it to be renamed Lake Carth—"Carth" meaning "abomination" in the regional dialect. Since that time unverified reports of sinuous monsters in Lake Carth have been many.

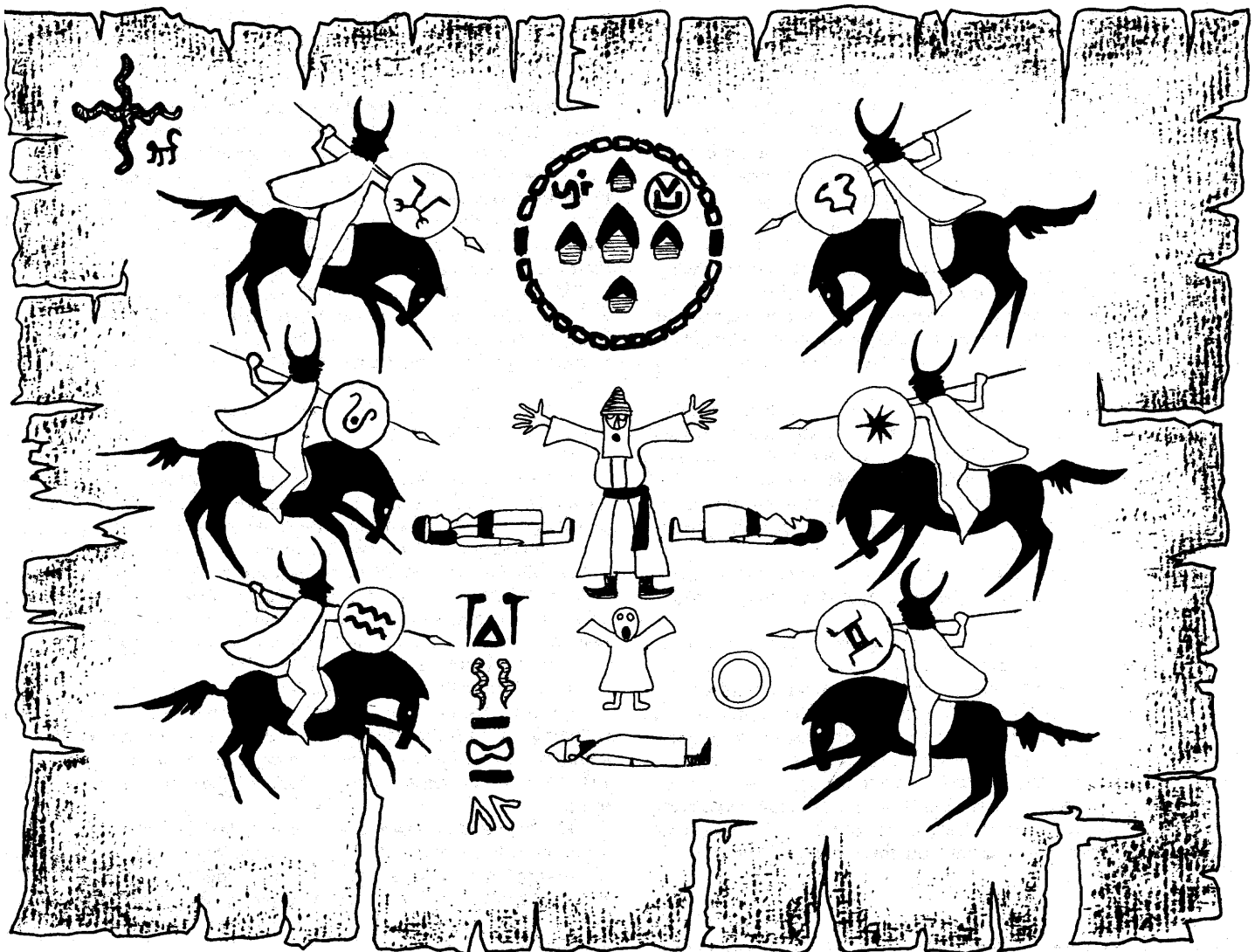
The most plausible explanation for this unnatural irruption belongs to the history of early Mivior. Suffice it to say that the scourge sent hosts of refugees streaming eastward into the Muetarian domain. The Oyarostars sold their succor dearly, forcing many a landed refugee into oaths of fealty. Once in safety, most victims repudiated these forced oaths, but the Oyarostars used them as a pretext for much of their subsequent aggression.

The "abominations of the land and the horrors of the air" lost their impetus soon after reaching the Muetarian frontiers. The

Oyarostars successfully held them at bay and several Muetarian epic heroes gained fame in these times as great monster-slayers. The monsters began to die out as mysteriously as they had come. The Oyarostars followed the retreat cautiously, capturing the devastated Pennol in the twelfth year of King Mykino, the 996th year after the Cataclysm.

The devastation of Kalruna-Sasir left a power vacuum which was swiftly filled by Muetarian armies. Groat, Beolon and Plibba fell in rapid succession. By the early eleventh century the Muetars had largely achieved their present-day borders. Their last permanent conquest was the north shore of Lake Carth, whose inhabitants, the Vidama tribe, had been weakened by the destruction and subsequent capture of Pennol. Not permanently subdued, these people figured largely in the history of Immer.

After the conquest of Muetar's natural borders, the Oyarostar's military adventures fared badly. The wilderness of the Border Forest and the Mountains of Ice was not worth the cost of annexing. The trading cities of the south were too far away, across a barren wasteland. Equally forbidding were



Primitive interpretation of a barbarian attack on a village of Kalruna-Sasir.

the Nithmere Mountains, populated by powerful Goblin tribes. To the northwest the resurgent Vidarna checked their advances; moreover, Muetarians disliked the cold northern winters and the short growing season. The warm country of Hothior proved a more tempting target.

For a time the eastern Hothiorians fell under Muetarian power, as the country had not reorganized after the invasion of the monsters. But the Hothiorians would not assimilate into the Muetarian kingdom. For the first time the Muetarians were trying to subjugate a people with whom they shared no cultural traditions. They were men of the inland river country and the Hothiorians never ceased to regard them as aliens and enemies. Many Hothiorians took to the hills and forests. From there they mounted raids against Muetarian strongholds and other Hothiorians who collaborated with the enemy. When pressed by Muetarian armies, they retired beyond the River Ebbing, where Hothior remained free. There reinforced and supplied, they invariably returned with a vengeance.

The Muetarians replied with massacres and the mass deportation of Hothiorians as serfs for the homeland. But such policies only incited a more bitter and desperate resistance. At length, the king of Muetar resolved to deprive the rebels of their bases by the conquest of all Hothior, no matter what the cost. The cost proved disastrous, for a major Muetarian army was lured into ambush and shattered. In a continuing flood of victory, the Hothiorians rose up and swept all the Muetarian landlords and colonists back to their own country.

The failure of expansion caused the decay of the Oyarostarian state. The energies of the landless nobility, once turned against foreign foes, now festered over internal strife. The later Oyarostars found no better solution than to attempt to buy loyalty, as in the past, with land grants. But the only land left to give away was the crown land.

The impoverished dynasty inspired baronial contempt and even more insolent outlawry. The last kings were ignored by their subjects and lapsed into wild eccentricities. One of the last, Gybalus, accomplished so little he was known by no loftier epithet than "the Flute Player". After a century of Oyarostarian impotence, an ambitious mayor of the palace usurped the throne and put the royal family to the sword.

This atrocity spurred the last responsible elements in Muetar into action. Egalon, a prince of Pennol with a dash of royal Oyarostar blood in his veins, rallied the country. Seizing Basimar, he cast out the usurper and mounted the throne himself. This act founded the Pirostar Dynasty that still rules Muetar.

Egalon was an exceedingly able young prince and kept the loyalty of those factions that were tired of the former strife. Egalon humbled the lawless barons by confiscating the lands stolen from small holders. He did not, however, return these properties to their rightful heirs, but retained them as crown land. This simultaneously weakened his rivals and restored the crown's solvency. Times were dangerous and the measures he took were appropriately ruthless.

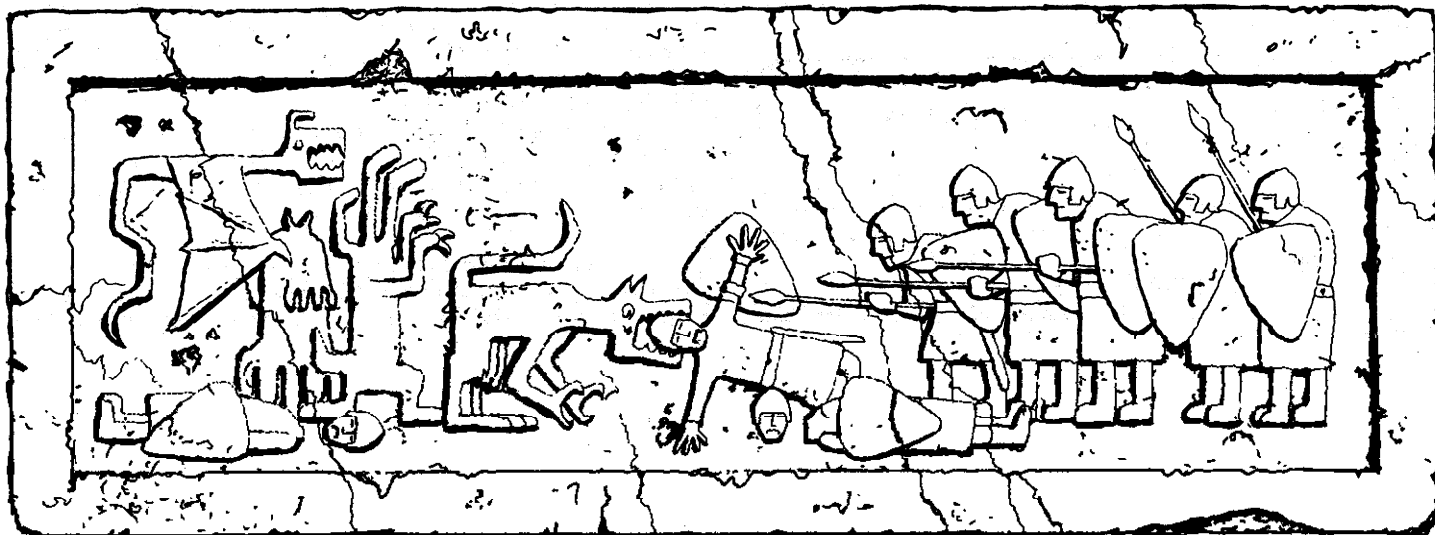
Egalon's break with the past was complete. Because Basimar was associated with the country's worst hour, he moved the capital to Pennol. Likewise, the title of "king" having fallen into derision, he assumed the ancient title of "Emperor." He favored the non-Muetarian nobility and rallied them against the insolent bluebloods of Mueta. He raised emergency levies and flung back foreign raiders from the borderlands: Goblins, barbarians, Ponese, horse nomads, Vidamas and even Hothiorians.

Egalon realized that his country required a professional military class and an economy to sustain it. With this end in mind, he extended serfdom, intending that the great mass would labor to support superbly trained knights.

Five Pirostar emperors have reigned, some able, none totally discreditable. The sixth, called Herrott Golden Helm, has mounted the lofty throne at Pennol. The subjects of his vast realm watch eagerly to take his measure and gather in the fruits of his reign.



Sculptured sarcophagus of Oyar, founder of the Muetarian Empire:



Bas-relief of Muetarian heroes combating the 'abominations of the land and air.'



The Designer

(From page 4)

THE LEPERS—Page 12: a) In the basic game the Lepers are a normal regular and may be replaced. In the advanced game they may not be replaced. b) if a unit is attacked by the Lepers, and has no place in which to retreat, no retreat takes place.

THE REFLECTOR—Page 13: The Reflector may not attack fleets with reflected armies, nor armies with reflected fleets.

THE WINGS OF DARKNESS—Page 13: The Wings may be used defensively, if the Black Hand has the foresight to evoke it at the end of his player turn. It is effective for only the first attack.

RECENT BATTLEFIELDS—Page 14: Battlefields are not formed where only magical combat units are eliminated.

GREYSTAFF—Page 14: a) A player may not receive the same boon more than once per game. b) Earthquakes may destroy the intrinsic strength of a castle, but never harm regulars or force a leader fate test. c) Tempests destroy one fleet on the roll of "4", three fleets on the roll of "5" and all the fleets in the hex on a roll of "6." A reader is only endangered if left adrift at sea. d) Firestorms never force a leader fate test. e) In Send a Demon boons, "capture" results are not ignored. The captured monarch is imprisoned in any castle of the player's choice.

THE TEMPLE OF KINGS—Page 14: a) The Temple of Kings is not a refuge. If a king remains in the hex for more than one turn per game without doing anything (i.e. seeking a gift, committing murder, or carrying away a sleeping king) he becomes affected by the dream of paradise. He gives up worldly matters for study and devotion, disdaining to return to secular life. In game terms the effect is exactly the same as if he died suddenly. b) If the king falls under a sleep spell, he is not available to ambassadors. However, bereft of their strategic master, his regulars go home and take a defensive stance. That is, at the end of the turn they are teleported back their placement hexes (if any are occupied, place the regulars on a non-occupied placement hex). Thereafter, until the king wakes up, they are restricted to operating within the borders of their own kingdom.

JUULUTE WOLFHEART—Page 15: Regulars led by Juulute may retreat on at least 4-6.

SCHARDENZAR—Page 15: When traveling or leading troops along a river, Schardenzar ignores any other terrain in the hex. The river spirits are actually rushing the traveler(s) along like a conveyor belt.

THE GHOST RIDERS—Page 16: The Ghost Riders retreat on a roll of 2-6.

THE USURPER—Page 17: If some of the regulars of the kingdom are eliminated when the Usurper appears, the Usurper inherits half of the replacement pool.



Second Edition

(From page 5)

old book (keep in mind that the new book will be laid out anew, with new page listings):

EVENTS, Random Events Table—Page 4

Event #3 is changed to read simply STORMS rather than STORMS AT SEA. One fleet is lost (if any), regardless of whether it is at sea or in port, or "outside" a port in a port hex.

EVENTS, Mercenary Units subsection—Page 5

The words "have been plundered or" from the last line of the first paragraph are dropped, as they apparently contradict the prior definition of a friendly castle. This means that mercenaries can be brought in at a plundered castle if it is unoccupied by enemy units, since it is a friendly castle by definition.

ATTEMPTED ASSASSINATION OF AN ENEMY-ALLIED NON-PLAYER MONARCH—Page 5

The second paragraph is elaborated to read: "An assassination which is successful deactivates the monarch and his or her forces (see Death of a Non-Player Monarch under LEADERS). However, no points are scored."

This is a clarification. It was felt that enough gain was gotten simply by the removal of the opposing monarch; furthermore, there would be nothing to gain by trying this on the last turn of the game in a final desperate attempt to get points. This agrees with the designers' intent.

ACTIVATING A VIOLATED KINGDOM—Page 6

The last line of the first paragraph was clarified by being changed to the following wording: "If activated, the kingdom's regulars are placed normally and/or adjacent to any of their own occupied placement hexes."

SIEGES—Page 6

The second line of the last paragraph is given a parenthetical clarification: "The Zone of Siege of a land combat unit extends only to all-land and coastal hexes (inland bodies of water do not inhibit zones of siege, however)."

FLEETS AT SIEGES—Page 7

The second paragraph is rewritten and changed to the following:

"At least one besieging fleet is required to initiate and/or maintain a siege of any port. A fleet's zone of siege may cover any adjacent all-sea or coast hex, and every all-sea hex adjacent to that port must be so covered, either by fleets in a single hex, or in combination with the zones of siege of one or more fleets in other hexes."

The prior explanation of the use of fleets in sieges suffered a weakness in the rules for sieging ports. This should clear up any uncertainties.

FORCED PEACE—Page 7

The wording in the ninth line of the first paragraph should be changed from "dispossessed monarch" to "dispossessed alliance."

TERRAIN EFFECTS CHART—Page 8

A line is added at the end of the second paragraph:

"However, any unit may always move at least a single hex, even if it does not otherwise possess sufficient movement points to do so."

The paragraphical explanation opposite "Scenic Hex" is changed to read:

"Treat as clear terrain (one movement point to enter) except Serpent Bay (open sea) and Stubstaff Keep (castle). Many different scenic hexes are shown on the mapboard. Units may only end their movement in a scenic hex if the special mercenary unit which enters there is currently in play or has been permanently eliminated."

SPECIAL TERRAIN BONUSES—Page 9

In the first paragraph, a new line is inserted between the third and fourth sentences:

"All monarchs and regulars possess forest and mountain terrain bonuses within their home country."

This change was suggested by the designers, and was felt by all to be a worthwhile improvement. It alleviates some mobility problems, especially for the troops of Pon, who found it hard to traverse the difficult terrain in their own county without special terrain bonuses.

FLEET MOVEMENT—Page 9

The last sentence of the paragraph is appended and now reads:

"Fleets may move through a coast hex containing only enemy land units, but may not end their move there; fleets never force a leader fate die roll on enemy monarchs in coast hexes by doing so (whether or not the monarch is alone)."

This clarification was felt to be useful in response to a point raised by the designers. We ultimately ruled against their contention, since for playability purposes we have striven to separate the functions of fleets and armies, thus avoiding some rules problems with the interplay of land and sea units in coastal areas.

THE LEADER FATE DIE ROLL—Page 10

Just prior to the paragraph at the end of page 10, a new paragraph of a single sentence is added:

"Any enemy non-fleet unit, even those forbidden to stacking, may enter the hex of a lone enemy leader in order to force a leader fate die roll."

This is a technical point only, which the designers asked be clarified.

THE LEADER FATE DIE ROLL, A Leader Adrift At Sea subsection—Page 11

The last clause of the first sentence is changed to read:

“...the leader is immediately placed on the Isle of Fright.”

A new sentence is added after the second sentence:

“Until rescued, all of the monarch’s troops suffer a -1 on all combat and siege rolls in which they participate.”

This change was intended to clarify the placement on the isle of Fright of a marooned monarch, and assign a penalty to the castaway. One player pointed out the relative safety of being stuck on the Isle of Fright, where no further harm could befall the leader. This change should prompt some consideration of rescue efforts while not being too harsh otherwise.

THE CAPTURE OF A NON-PLAYER MONARCH—Page 11

A new paragraph is added after the second one to explain the release of a captured monarch:

“If a captured monarch is freed (voluntarily or by the deactivation of the host country), he or she is placed in the nearest unplundered, unbesieged, friendly (to that monarch) castle. If no castle is friendly, he or she is placed with the nearest friendly combat unit.”

VICTORY CONDITIONS—Page 11

On the Victory Points chart, the listing “Killing an enemy allied monarch” is followed by the parenthetical exception “(except by assassination).”

This point was the subject of wide debate. Ultimately, it was felt that enough benefit was gained through assassination by the removal of the monarch from the enemy alliance. It also removed the “quick points” which could possibly be gained in the last turns of the game by a desperate player who attempted an assassination to gamer up to 40 points needed to win. This clarification was in keeping with the desires of the designers.

SPECIAL NOTES, THE TROLLS—Page 11

A sentence is added at the end of the paragraph:

“Any troll regular lost through Random Events may not be regenerated in the same player turn.”

BARBARIANS, The Barbarian Tribes subsection—Page 12

The numbers are changed in the first paragraph to reflect the additional barbarian counters. The third, fourth, and fifth sentences now read:

“There are 5 named unit counters for each tribe of Barbarians, and 13 more Barbarian counters that are unnamed. The unnamed counters may be stacked beneath an identified stack of a player’s Barbarians, once first 5 have been brought into play. This allows any single player to have as many as 18 Barbarians in play at any one time in up to 5 groups.”

THE EATERS OF WISDOM, The Reflector subsection—Page 13

A new sentence is added just prior to the last sentence of the paragraph:

“Fleets may not be attacked with reflected armies, or vice versa.”

THE BLACK HAND—Page 13

A new sentence forms a new paragraph after the second:

“Incoming mercenary units may initially appear at Zards (if unbesieged), but once in play must observe the prohibition of stacking with the creatures of the Black Hand.”

This clears up a technical point where formerly it was not possible to place new mercenaries into play with the Guardian at the Tower of Zards, and was suggested by the designers.

THE BLACK HAND, Recent Battlefields subsection—Page 14

A word is added to the fifth sentence so that it now reads:

“After any combat, Recent Battlefield markers may be placed in any hexes where one or more non-magical combat units have been eliminated (this includes siege combat).”

This clarifies the fact that Recent Battlefields are not marked if only magical units have been eliminated in the action. In the rundown of special playing pieces in the latter part of the Advanced Game rules, magical units are denoted in their description. Besides the obvious magical pieces (the creations of the Eaters and the Black Hand and the magical gifts), the magical units/leaders are Schardenzar, The Black Knight (but not the Guards), and The Ghost Riders of Khos.

GREYSTAFF, TEMPEST—Page 14

The paragraph is rewritten as follows:

“Water spirits are summoned by Greystaff and sent to attack any stack of fleets on the open sea (not in a coastal hex), and a single die is rolled: 1, 2, or 3 =No effect; 4=One fleet sunk; 5=Three fleets sunk; 6=All fleets in the hex sunk. If losses occur, leaders in the hex must take leader fate die rolls.”

The designers’ suggestion to lessen the “all or nothing” aspect of this boon was taken. There was also great discussion of their feeling that the Firestorm boon dominated play; however, the decision was made to keep the rules as written and suggest any alteration as optional or a variant.

GREYSTAFF, SEND A DEMON—Page 14

The last sentence is appended to read:

“Capture results mean the monarch is imprisoned in any friendly castle of the captor’s choice.”

This change gives this boon worthwhile consideration, as was the intention of the designers.

THE TEMPLE OF KINGS—Page 14

A new paragraph is added after the first:

“The Temple is not a refuge. If a monarch remains in the hex for more than one consecutive turn per game without doing anything (i.e., seeking a gift, committing a murder, or carrying out a sleeping king), he or she becomes affected by the dream of paradise. By this, the monarch gives up all worldly matters for study and devotion, disdaining to return to secular life. In game terms, the effect is exactly the same as if the monarch had died suddenly.”

Another paragraph is added at the end of the introduction, just prior to THE MAGIC GIFTS:

“If the monarch falls under a sleep spell, he or she is not available to ambassadors. While asleep, all of the monarchs troops suffer a -1 on all combat and siege die rolls in which they participate.”

These clarifications clear up some questions and also provide a penalty to any sleeping monarch.

SPECIAL MERCENARY LEADERS, Juulute Wolfheart—Page 15

The last line is appended to read:

“As a human, he and any troops he is leading may retreat before combat on a roll of at least 4-6.”

SPECIAL MERCENARY LEADERS, The Black Knight—Page 15

A parenthetical addition is made to the second sentence:

“When the Black Knight enters the game, Stubstaff Keep becomes a friendly castle for the owning player (it may never be sieged prior to that time).”

SPECIAL MERCENARY LEADERS, Schardenzar—Page 15

Several words are added to the second sentence:

“Not only may he treat rivers and their entire hexes as clear terrain, but if he is. . .”

SPECIAL MERCENARY UNITS, The Ghost Riders of Khos—Page 16

Under “Type,” the Ghost Riders are identified as a “Special magical flying unit (see below).”

SPECIAL MERCENARY UNITS, The Usurper—Page 17

A new sentence is added in between the second and third sentences of the second paragraph:

“Any available replacements (eliminated units) are similarly divided, with half being permanently unavailable to re-enter play.”

This clarification removes any question about the availability of forces for the Usurper.

THE EARLY HISTORY OF MINARIA—Page 18

The last sentence of the fourth paragraph is changed to read:

“In the last few hundred years, . . .”

THE HONOR OF MONARCHS (New optional rule)—Page 18

The rules of honor for campaigning specifically rule out any sieging of non-allied castles. Violating non-allied kingdoms still invokes the diplomatic penalty as before, but sieging any non-allied castle is strictly forbidden.

This new option keeps the castles of non-allied nations off limits. This means that inactive nations remain inactive until other events run their course (confusion over the death of a monarch, normal diplomatic activation, or whatever), and cannot be brought into play by attacking them prematurely. This latter tactic is occasionally otherwise used to gamer some cheap points late in a game, when many armies of non-allied countries may be depleted.



Minarian Merriment

(From page 9)

the grey hexes about The Tower of Zards and The Invisible School of Thaumaturgy only if accompanied by a leader (who must be stacked with them or in an adjacent hex). They will remain adjacent to their leader at all times while in these areas. If their leader is killed, or picked up by an aerial unit or otherwise moved away from them, the barbarian

7. Signs From The Gods. These occur when a monarch undergoing the Test of the Gods rolls a Magical Gift that has already been given out (once per game). The monarch re-rolls as usual to determine his or her gift, but *immediately* all northern barbarian units in play, plus any units of northern barbarian tribes not yet raised, plus Juulute Wolfheart, go to the Sacred Stones, as the barbarian people gather to choose a new great chief. All units on the board who are affected by this vanish for the next 2d6 turns and are assumed to have scattered, avoiding all combat and breaking whatever allegiance they may have to any kingdom, and are headed for the Stones.

If Juulute Wolfheart is not yet in play, his card is removed from the unused Diplomacy Cards, and (in any event) he is unavailable as a special mercenary unit for the rest of the game. During this time the Sacred Stones and the four hexes immediately adjacent to it are impassable to all ground units (any presently there are moved one hex to the outside of this area immediately, regardless of turn, in the direction the owning player wishes) due to the gathered barbarians. Note: A Firestorm on any of these hexes at this time will have no effect. No barbarian units may be raised by ambassadors in the north for the rest of the game.

At the end of the 2d6 turns, the reindeer priests have chosen the new great chief. For convenience, it is assumed that Juulute Wolfheart is their choice (the choice of anyone else would end Juulute's influence over his countrymen anyway, and this saves making a new counter).

Roll 1d6 to determine upon what course Juulute decides to lead his people (or agree among the players before the game begins as to what option he will take). On a roll of 1 or 2, Juulute will lead his people into war to carve out a kingdom for themselves. Any kingdom in the north (Elfland, Immer, Zom, or, if playing the advanced game, The Shards of Lor) not played directly by a player will be their prime target. If there is more than one such kingdom, determine randomly (unless Immer is among the non-playing kingdoms, for the barbarians will seek to win back Immer before anything else). In the unlikely event that all are in the hands of players, the barbarians will not attack but will occupy the Wild Reaches, the banks of the River Rapid to the borders of Elfland, the Sacred Stones and the hexes nearby, and the hexes around the Temple of Kings. They will not move, and any ground units will have to engage in combat in order to enter any of these hexes. The barbarians will sit here for the rest of the game, unaffected by diplomacy, gathering for a wild ride of conquest and destruction in the future.

If the barbarians attack a kingdom, it (and they) are unavailable to players for the rest of the game. If allied, it immediately deactivates, and its units vanish from the board. They are assumed to be engaged in a long and bloody struggle for their homeland (dominated by the crafty guerrilla tactics of Juulute Wolfheart). Any Magical Gifts held by the monarch of the kingdom are lost for the duration of the game ('Steal a Gift' will not work).

On a roll of 3 or 4, Juulute decides to consolidate his peoples' strength until he feels they are strong enough to defeat any enemy. This could take years (and certainly takes the rest of the game). All northern

barbarian units are assumed to be in the Sacred Stones, the four hexes immediately adjacent, and the mysterious snow wastes to the north. This area is impassable to all ground units for the rest of the game.

On a roll of 5 or 6, Juulute retains his mercenary nature and becomes, in effect, a non-player monarch. Ambassadors (or monarchs with the Mask of Influence) can be placed on the Sacred Stones and attempt to work diplomacy. Juulute is unaffected by threats and blackmail. (Do not give him a Personality Card.) If activated he will lead an army of 2d6 units from the Sacred Stones into battle. All barbarian characteristics remain unchanged (with the suggested addition of rule 6 above). Any units of this army destroyed in battle or disappearing with plunder after a successful siege will be replaced two turns later at the Sacred Stones, as the barbarian peoples' answer to Juulute's call. Other (southern) barbarian units will not attack Juulute or any units stacked with him, nor he them.

Juulute is worth 40 victory points if killed. He will fight to the death (re-roll if Leader Fate roll indicates capture). Juulute cannot be affected by Possession (Greystaff boon). He is a proper monarch in the eyes of the Gods and may enter the Temple of Kings. If he is killed, the barbarian units vanish from the board for good, and any Magical Gift that Juulute may have had is destroyed. If he is deactivated, the barbarian units vanish from the board at the end of the player turn. Juulute will retain any Gift, and will use it if activated again later (roll 2d6 again to determine the size of his new army, which will again start at the Sacred Stones).

8. Pre-Cataclysmic Artifacts. Any monarch (or the Usurper) who wishes to may (accompanied by as many units as he or she wishes) move to the Tombs of Olde or The Mires of the Sinking Kind and occupy them for as many turns as desired. For every turn that the monarch is on the ground in one of the hexes, roll 1d6. If a 6 is rolled, an artifact has been unearthed. It must be examined to determine its powers. On a roll of 1, it explodes, killing the monarch on a second roll (1d6) of 1-5 (6 means that he escaped miraculously). On a roll of 2 or 3, the artifact remains a mystery to the monarch (who may roll again every turn the object is in his or her possession). On a roll of 4, 5, and 6, the artifact's powers have been determined. It will be one of those usually bestowed only as Magical Gifts from the Gods (roll or select a chip in the usual fashion to determine which one). (Alternatively, if the Wandering People are not being used in the game, it may be one of their magic gifts.)

It is likely that only one artifact may be found in each place; after one has been found, any other monarch must roll 12 on a 2d6 to unearth an artifact in the same place (the monarch to first dig up an artifact may not try again there). At no time will an artifact be unearthed that is the duplicate of a Magical Gift presently in play, and the Gods will not grant a Magical Gift to any monarch subsequently undergoing the Test of the Gods which is the duplicate of one already unearthed. An artifact may be unearthed, however, which is the duplicate of a Gift already lost from play, such as one held by a monarch who has been slain.

The Gods seem anxious to prevent a recurrence of the Cataclysm, and if a monarch who has already successfully excavated an item (giving it to an ally, or losing it to the 'Steal a Gift' boon) subsequently undergoes the Test of the Gods, he or she will fall into an enchanted sleep on a roll of 4-6, receiving a Gift only on a roll of 2 or 3. At no time may any one monarch have more than one Gift/Artifact.

9. Special Mercenary Unit Diplomacy. This rule allows for the changing of allegiance of special mercenary units (*not* leaders). During the diplomacy phase of a player's turn, he or she may seek to prevail upon a single special mercenary unit (already in play for another player) to switch sides. This requires a roll of 7 (1d6 plus Diplomacy Cards) which can only be modified by Bribes and Crass Bribes. Special mercenary units so affected immediately switch sides and may be moved during the movement phase of the player's current turn. Leaders who are being transported by such units (i.e., a monarch riding on Hamahara the Air Dragon) must make a Leader Fate Roll, but if successful ("no effect" result) the leader will escape from the defecting unit. Note that in the case of a leader aboard a defecting fleet, a successful diplomatic die roll will result in placement upon the Isle of Fright. If the Leader Fate Die Roll results in death, no victory points are awarded.



Getting Into the Flow of Magic Fountains

Tim Lasko

A small band of adventurers, tired, thirsty, and hungry from their previous adventures, comes to still another unfamiliar door. The thief quickly informs them: "I hear the splashing of water." After a few moments of quiet discussion, the party decides to enter. The only thing they see is a gently gurgling fountain.

Having run out of water a long time ago, they cast spells to determine the quality of the water: it appears to be safe. Finally, after more conversation, the thief walks up and takes a sip, rises, grimaces, and falls over dead! The party picks up its fallen comrade and leaves quickly.

The above scene should evoke memories and smiles from some of the more masochistic DMs in the world; yet, not every fountain need be poisonous. In my campaign, fountains which are magical in nature can cause discussion between players for hours (real time) or great feats of bravado (the gods protect the bold!) when encountered. However, it becomes tiresome to compose new fountains from scratch, so I created these tables, from which one can develop a number of fountains with ease.

Magic fountains do not emit magical auras nor will they detect as magical, poisonous, evil, etc. (except *perhaps* by limited wishes) It does not matter how small a sip is taken; the full rolled effect will affect the drinker. After the rolled number of drinks are taken, the remaining water will become ordinary, as will any amount later removed from the fountain, even if there is an effect left. Reason: The magic is in the fountain, not in the water.

To use the tables below, roll as indicated from Tables I to V, rolling on subtables as necessary. Table I limits the amount of magic in a given fountain by limiting the number of drinks which have effect. Tables II and III measure the potency and alignment of the magic. When rolling for the effects, roll for all benefits (if any) first, then for all detriments. The effects listed on the left side of a slash (/) are benefits, on the right are detriments. Unless otherwise stated, all rolls are made with percentile dice.

TABLE I—Number of drinks per fountain:

roll	01-60	61-80	81-92	93-99	00
number	1	2	3	4	5

TABLE II—Number of effects per drink:

roll	01-60	61-85	86-99	00
number	1	2	3	4

TABLE III—Number of beneficial/detrimental effects per drink:

roll	Effects Per Drink			
	1	2	3	4
01-10	1/0	2/0	3/0	4/0
11-30	1/0	2/0	2/1	3/1
31-60	1/0	1/1	2/1	2/2
61-90	0/1	0/2	1/2	1/3
91-00	0/1	0/2	0/3	0/4

TABLE IV—Effects summary table:

roll	type
01-30	general (table IVa)
31-55	characteristic (table IVb)
56-75	magical (table IVc)
76-85	monetary (table IVd)
86-95	special (table IVe)
96-00	experience (table IVf)

TABLE IVa—General effects subtable:

roll	effect
01-04	brave y/cowardice
05-08	clairaudience*
09-12	clairvoyance*
13-16	commune*
17-19	detection (table IVai)*
20-23	ESP*
24-26	flight/encumbrance
27-30	halve/double damage taken
31-34	haste/slow
35-38	healing/harming (table IVaii)
39-41	resistance/poison (table IVaiii)
42-44	infravision/blindness
45-48	invisibility/glow in dark
49-52	invulnerability/death
53-56	knowledge/forgetfulness (table IVaiv)
57-60	love/hatred
61-64	paralysis**
65-68	polymorph (table IVavi)**
69-72	quest (table IVavi) **
73-76	sleep**
77-80	speaking (table IVavii)*
81-84	stone**
85-88	stun (table IVaii)**
89-92	teleportation***
93-95	true sight/blindness
96-98	immunity/disease (table IVaviii)
99-00	two effects (roll twice ignoring 99-00)

*If detriment, power gives information.

**If benefit, power gives protection from rolled occurrence.

***If benefit, power will teleport drinker home (with full shares). If detriment, power will act as a random teleporter.

TABLE IVai—Detection sub-subtable:

<u>roll</u>	<u>detects</u>	<u>roll</u>	<u>detects</u>
01-20	magic	66-75	invisible
21-35	traps	76-85	disease
36-50	evil	86-95	poison
51-65	good	96-00	phase

TABLE IVaii—Healing/harming-stunning sub-subtable:

<u>roll</u>	<u>01-50</u>	<u>51-75</u>	<u>76-90</u>	<u>91-99</u>	<u>00</u>
dice	1	2	3	4	5

TABLE IVaiii—Poison saving throw adjustment sub-subtable (+/-):

<u>roll</u>	<u>01-40</u>	<u>41-70</u>	<u>71-90</u>	<u>91-99</u>	<u>00</u>
adjust.	1	2	3	4	5

If detriment, drink is poisonous. Adjustment indicates strength of poison.

TABLE IVaiv—Knowledge sub-subtable:

<u>roll</u>	<u>knowledge</u>
01-30	find/lose way out of dungeon
31-55	gain/lose one weapon proficiency
56-75	know next effect of fountain/lose one spell level*
76-90	gain/lose expertise in one weapon (+/-1)
91-00	gain knowledge of nearest treasure/amnesia
*if applicable	

TABLE IVav—Polymorph sub-subtable: (detriment only)

<u>roll</u>	<u>polymorph into</u>
01-30	animal
31-50	1st level monster
51-65	2nd level monster
66-80	3rd level monster
81-87	4th level monster
88-93	look-alike of party member
94-00	partially polymorphed (roll again ignoring 94-00)

TABLE IVavi—Guest sub-subtable:

<u>roll</u>	<u>drinker seeks</u>
01-36	largest monster on level, in order to kill him
31-55	a DM chosen magic item on level
56-75	a DM chosen non-player character
76-90	a non-player character stronger than the drinker, in order to get into a fight with him
91-00	random (something foolish)

TABLE IVavii—Speaking sub-subtable:

<u>roll</u>	<u>speak</u>	<u>roll</u>	<u>speak</u>
01-20	with plants	70-80	with dead
21-45	with animals	81-90	dragon*
46-69	with monster*	91-00	alignment language*
*random or chosen by DM.			

TABLE IVaviii—Disease sub-subtable: (detriment only)

<u>roll</u>	<u>disease</u>	<u>roll</u>	<u>disease</u>
01-30	grippe	86-92	typhoid fever
31-55	dysentery	93-96	smallpox
56-70	cholera	97-99	spotted fever
71-77	yellow fever	00	tuberculosis
78-85	typhus		

TABLE IVb—Characteristic effects subtable: (also roll on Table IVbi)

<u>roll</u>	<u>affects</u>	<u>roll</u>	<u>affects</u>
01-06	strength	49-54	beauty
07-12	intelligence	55-60	gender*
13-18	wisdom	61-66	handedness*
19-24	constitution	67-73	prime requisite
25-30	dexterity	74-80	highest
31-36	charisma	81-87	lowest
37-42	size	88-98	affects closest to median
43-48	speed	99-00	affects two (roll twice)

*If benefit, no effect.

TABLE IVbi—Number of points changed (+/-) sub-subtable:

<u>roll</u>	Range of Points		
	<u>1-10 or 1-12</u>	<u>3-18 or 1-20</u>	<u>1-100</u>
01-50	1	1	1
51-60	1	2	2
61-70	2	2	3
71-80	2	2	4
81-90	2	2	5
91-95	2	3	7
96-99	3	3	9
00	3	4	10

TABLE IVc—Magical effects subtable:

<u>roll</u>	<u>effect</u>
01-15	1st level spell*
16-30	2nd level spell*
31-40	3rd level spell*
41-47	4th level spell*
48-53	5th level spell*
54-60	6th level spell*
61-70	enchant next weapon touched (table IVci)
71-77	1 extra spell level**
78-83	2 extra spell levels**
84-88	3 extra spell levels**
89-92	4 extra spell levels**
93-99	enchant next object touched (table IVci)
00	two effects (roll twice ignoring 00)

*Roll a random spell until an applicable benefit/detriment appears.

**If drinker cannot use spells, no effect.

TABLE IVci—Magical enchantation sub-subtable:

<u>roll</u>	<u>01-70</u>	<u>71-95</u>	<u>96-99</u>	<u>00</u>
+ / -	1	2	3	4

TABLE IVd—Monetary effects subtable: (also roll on Table IVdi)

<u>roll</u>	<u>effect</u>	<u>roll</u>	<u>effect</u>
01-30	gold	81-90	platinum
31-65	gems	91-99	double/halve treasure*
66-80	jewelry	00	roll on IVf*

*do not roll on Table IVdi

TABLE IVdi—Monetary gain/loss sub-subtable:

<u>roll</u>	<u>gold</u>	<u>gems</u>	<u>jewelry</u>	<u>platinum</u>
01-50	50	1	1	10
51-65	100	2	1	10
66-75	175	2	2	25
76-85	250	3	2	25
86-95	400	3	2	50
96-99	500	3	3	50
00	1000	4	3	100

TABLE IVe—Special effects subtable:

roll	effect
01-25	resistance/susceptibility (Table IVei)
26-45	+/-1 on saving throw (Table IVeii)
46-50	+/-2 on saving throw (Table IVeii)
51	+/-3 on saving throw (Table IVeii)
52-62	friendship/hatred (Table IVeiii)
63-70	mental block (Table IVevi)
71-75	switch two characteristics*
76-84	indifference/greed (Table IVev)
85-91	determine/inability to determine direction
92-94	blessing/curse from the gods (or DM)
95-97	flesh tastes bad/good to monsters
98-00	sexually aggressive/timid

*roll twice on Table IVb ignoring 88-00. If benefit, and rolls become detrimental, no effect

TABLE IVei—Resistance/susceptibility sub-subtable: (also roll on Table IVaiii)

roll	occurrence	roll	occurrence
01-20	lesser undead*	62-69	clerical spells
21-35	greater undead*	70-76	electricity
36-45	poison	77-84	crushing blows
46-52	disintegration	85-93	acid
53-61	druidic spells	94-00	possession

*If benefit, drinker is resistant to energy drains and paralyzation. If detriment, drinker takes double drain and has no save vs. paralyzation by undead. Drinker will not be initially aware of such detriment until attacked by an undead.

TABLE IVeii—Saving throw determination sub-subtable:

roll	save vs.	roll	save vs.
01-10	cold	61-70	staves
11-20	fire	71-75	dragon breath
21-35	death	76-82	stoning
36-47	magic spells	83-99	lightning
48-60	wands	00	all saving throws

TABLE IVeiii—Friendship/hatred sub-subtable:

roll	likes/hates	roll	likes/hates
01-10	elves	60-66	all other races
11-20	dwarves	67-71	undead
21-27	humans	72-77	devils
28-36	dragons	78-83	efreeti
37-42	demons	84-90	treants
43-48	magic-users	91-95	unicorns
49-54	clerics	96-99	gods
55-59	halflings	00	anything

TABLE IVeiv—Mental block sub-subtable and explanation:

roll	block
01-15	umber hulks/pits
16-28	beholders/traps
29-39	nymphs/clerics
40-50	liches/druids
51-60	space distortion/random monster class
61-69	medusae, basilisks, etc./friends
70-78	phantasmals and illusions/armor
79-86	symbols/hometown
87-95	psionic attackers/dungeon exit
96-00	any two above/one above plus one on Table IVeiii

Explanation: Mental blocks are placed in the mind in such a way that the drinker will not realize that the said thing is there. That is, phantasmals will not harm, and neither will gazes. However, monsters mentally blocked away can still attack (exception: psionic attackers) and traps will still be sprung, in fact all the time because the drinker does not realize they are there.

TABLE IVev—Indifference/greed sub-subtable:

roll	indifferent/greedy towards
01-40	money
41-55	magical items
56-67	gems
68-75	weaponry (even if he can't use it!)
76-82	junk and broken artifacts
83-95	armor or protection
96-00	random or chosen by DM (for example, feathers, pine cones, bags, blades of grass, etc.)

Note: Indifference does not mean that the drinker will no longer use them, merely that he doesn't care about their upkeep or quantity.

TABLE IVf—Experience effects subtable:

roll	effect
01-50	d6 times 100 experience points*
51-70	d12 times 100 experience points*
71-79	d20 times 200 experience points
80-87	3d10 times 500 experience points
88-91	d10 times 1000 experience points
92-95	+5% experience bonus
96-98	+10% experience bonus**
99	+1 level***
00	roll again and double effect

*do not roll on Table V—effect is permanent.

**this effect cannot be permanent (Ignore 96-00 on Table V)

***If beneficial, it may not be permanent, but if the drinker actually earns that level within the duration he does not lose it again. If detrimental, it can be permanent and a +20% is added to the Table V roll (treat 101+ as 100).

TABLE V—Duration of effects:

roll	Previous subtable rolled on					
	IVa	IVb	IVc	IVd	IVe	IVf
01-40	1W	1W	1W	n/a	1W	1W
41-55	1W	1M	1W		2W	1W
56-65	1M	1M	2W		1M	1w
66-75	2M	1Y	1M		2M	1M
76-85	P	P	1M		4M	3M
86-95	P	P	P		P	P
96-00	P	P	P		P	P

W = week

M = month

Y = year

P = permanently

n/a = not applicable

Some may complain that Tables IVd and IVf are too generous; however, I consider them to be adequate for a player who defies chance and calls on the gods to protect him. However, I do add a duration table at the end which can be adjusted to suit different campaigns.

If your players decide they won't risk the fountains, merely reward the few that do and there will soon be a line outside the fountain's door. Or, perhaps even crueler, require that the fountain must be drunk from before any other door will open, or get the party lost and quietly inform them that the characters are dying of thirst. It also helps to put a few normal fountains in the dungeon as well.

Variations: Have the fountains alignment-oriented such that only certain alignments will gain benefits and others detriments (have the alignment change from time to time also). Have various high-level monsters guarding them (e.g. water weirds, water elementals) so that the party will conclude that the fountain is very beneficial. Have one large fountain that only allows one magical drink per mission, but will do so indefinitely. These tables can also apply to pillars, arches, and other artifacts, thus making the character an unwilling victim when he comes into proximity with or touches such an object.

Convention Schedule 1980

WARCON '80 (Feb. 1-3, 1980)—The largest annual wargaming convention in the Southwest. WarCon is sponsored by the Texas A&M University gaming club, GROMETS, and will be held in the Memorial Student Center of Texas A&M University. Contact: War-Con '80, P.O. Box 5718, Texas A&M University, College Station TX 77844.

GENCON SOUTH (Feb. 15-17, 1980)—The event is scheduled to be held at the Ramada Inn in Jacksonville Beach, Fla. Contact: Gen-Con South, 5333 Santa Monica Blvd. North, Jacksonville FL 32207.

DUNDRACON 5 (Feb. 16-18, 1980)—To be held in the newly expanded Villa Hotel in San Mateo, Calif. For general information, contact DunDraCon V, 386 Alcatraz, Oakland CA 94618. For room reservations: Villa Hotel, 400 South El Camino Real, San Mateo CA 94403.

EMPEROR'S BIRTHDAY CONVENTION IX (Feb. 16, 1980)—Sponsored by the Michiana Wargame Society, to be held at the Holiday Inn, 2725 Cassopolis St., Elkhart IN 46514. Pre-registration deadline Feb. 11. Contact: R. Hagerty, 525 Middlebury St. Apt. 302, Elkhart IN 46514, phone (219) 293-4398.

WISCON 4 (March 7-9, 1980)—Organized by the Society for the Furtherance and Study of Fantasy and Science Fiction (SF³), in conjunction with the University of Wisconsin Extension. Information is available from SF³, Box 1624, Madison WI 53701.

TRI-STATE CON II (March 8-10, 1980)—To be held at the Hartwell National Guard Armory, Shadybrook Lane, Cincinnati. Registration \$4 until Feb. 3, \$5 until March 3, \$5.50 thereafter, for all three days. Contact: Queen City Gamers, c/o Wanna Play, 5923 Hamilton Ave., Cincinnati OH 45224.

COASTCON '80 (March 14-16, 1980)—To be held in Biloxi, Miss. For information, contact Larry W. Reese, Corresponding Secretary, Coastcon, Inc., P.O. Box 6025, Biloxi MS 39532.

SIMCON II (Mar. 21-22, 1980)—Will be held at the University of Rochester's River Campus, sponsored by the Simulation Wargames Club of the University of Rochester. \$2 admission until March 1, \$2.50 thereafter. Contact: SIMCON II, Box 5142, River Station, Rochester NY 14627.



(From page 3)

don't have many (yet) flashing ray guns but we do have our fair share of bizarre aliens running about; you'll have to settle for flashing blades, blazing submachine guns, desperate battles at very desperate odds and enough adventure to LEND to *Star Wars* and *Star Trek*. Examine your game system. Brian; believe me, *Traveller* (with additional variants) is the science fiction novel that never ends and that ain't no lie. Charles David Ahner—OH

There is, by the nature of our scheduling requirements and physical operations, somewhat of a delay between the time we receive a letter to "Out on a Limb" and the time it actually appears in a magazine. Since the time Mr. Ahner sent us his letter we have run additional *Traveller* material, we have more scheduled for use in the near future, and *Game Designers Workshop* (the publisher of *Traveller*) has come out with more supplemental material for the game. However, as with any other FRP game, there's always room for expansion/extrapolation/variation. How about it,

Traveller players? —Jake

'People hate M-Us'

Dear Editor,

By continually running articles on "How to keep the Magic-User in his place" you have succeeded in reducing the potentially most powerful character in the game to the weakest character-type available! If one were to use all the articles of this type you have printed the Magic-User would be: totally helpless (spell-wise) if he had taken any damage; unable to make a light spell last for any length of time; and unable to cast more than 8 or 9 spells in one day unless he had a very high Constitution.

With all this against him, how could the novice M-U possibly survive for any measurable amount of time? The people who write these articles must subconsciously hate all Magic-Users.

What is so bad about Magic-Users that people have to go to these lengths to make sure they don't survive? All one has to do to "Keep Magic-Users in their places" is to follow the spell casting time rule in the *Players Handbook*. By the time the MU has cast his Ice storm or Fireball, the monsters have either taken off or slaughtered half the party. Dave Redstone—PA

A common misconception among readers of

SPRING REVEL (March 29-30, 1980)—A TSR mini-con to be held at the American Legion Hall, 735 Henry St., Lake Geneva, WI 53147. No pre-registration, door fee \$1.00 per day. Contact: Joe Orlowski, TSR Hobbies, Inc., P.O. Box 756, Lake Geneva, WI 53147

WV U-CON II (May 2-4, 1980)—Sponsored by WVU Simulation Gaming Society, to be held at the WVU Student Union, Morgantown, WV. Pre-registration forms available in February. Contact: Bryan Bulinger, 240 McLane Ave., Morgantown WV 26505.

MARCON XV (May 2-4, 1980)—A science fiction convention featuring L. Sprague de Camp as guest of honor. To be held at the Holiday Inn on the Lane, 328 W. Lane Ave., Columbus OH 43201. Registration \$8 until April 1, \$10 thereafter. Contact: MARCON, P.O. Box 2583, Columbus OH 43216.

GENGHIS CON II (May 23-26, 1980)—Sponsored by Denver Gamers Association, to be held at Colorado Women's College, Montview Blvd. at Quebec, Denver CO. Dormitory lodging available. Contact: Genghis Con II, 2527 Gaylord, Denver CO 80205, or call Mark (303) 761-2465 or Alex (303) 798-1404.

MICHICON IX (June 6-8, 1980)—Another gala production by the Metro Detroit Gamers, to be held at Oakland University in Rochester, Mich. For advance information, write: Metro Detroit Gamers, P.O. Box 787, Troy MI 48099.

EMPIRICON II/CON-SPIRACY (July 4-6, 1980)—A science fiction/gaming convention oriented toward fantasy role-playing games, to be held at the Prince George Hotel, 14 E. 28th St, New York NY. For more information, contact: Empiricon II/Con-Spiracy, P.O. Box 682, Church St. Station, New York NY 10008.

PHRINGECON (July 11-13, 1980)—To be held at the Adamas Hotel, Phoenix AZ; a convention "for the fringes of SF fandom." Special guests to include Stan Lee and George (Sulu) Takei. (Contact: PhringeCon, P.O. Box 1072, Phoenix AZ 85001.

GLASC V (July 11-13, 1980)—Greater Los Angeles Simulation Convention; to be held at the Airport Marina Hotel, Los Angeles, sponsored by Simulation Gamers Association, San Fernando Valley, CA. Contact: L. Daniel, 7048 Keokuk Ave., Canoga Park CA 91306.

The Dragon is that every single variant must be incorporated into the game. Not so. It's a rare occasion that any "official" rule changes or additions will appear in The Dragon, and such rarities (generally errata) are clearly labeled as such. Variants to games submitted by our readers, or even suggestions, by the game designers themselves, are just that—variants and suggestions—not rules. The purpose of The Dragon, among other things, is to provide a forum for discussion on or about the play of various games. Many of the articles we print will contradict each other, or the rules of the games themselves. And the fact that such variants appear in the pages of The Dragon in no way implies that we, the staff, agree with their principles or condone their use, in whole or in part. The material is presented for use solely at the discretion of the reader. Like it? Fine, use it. Think it stinks? Forget it.

On to your letter specifically, you call the Magic-User "the potentially most powerful character" in D&D. The M-U indeed is, and therefore, some DM's find it necessary to find ways to keep the M-U from running away with the game. It's not too much fun to play in a game where one person is so powerful that everyone else just sits back and watches. If you want to be the most powerful player in the game, don't be a character, be the DM.—Jake

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Game review

Bushido

There is a new role-playing game on the market. So what else is new? you may say. It seems that every week we are greeted by a new role-playing game. Ever since the advent of D&D, new games have proliferated at a fantastic rate. But we gamers are still faced with a lack of variety in the games we can choose from.

With the exception of M.A. R. Barker's *Empire of the Petal Throne*, virtually every game that comes out has a common outlook. Each game is based on a view of life (whether in fantasy or science fiction) that draws its roots from Western culture. This is to be expected. The largest, if not only, market for games is found in the Western world. But now the gamer is offered a new choice.

The game is called *Bushido* and was published by Tyr Gamesmakers Ltd.* The authors are Paul Hume and Bob Charrette. The basic concept of *Bushido* is to move the traditional role-playing game from the Western world to the mystic East. It concerns itself with life in feudal Japan. Of course, the life described in the game is the authors' fantasy of an imaginary life in Japan.

The game consists of two booklets. The first of these, "The Heroes of Nippon," basically describes the initial setup of the game. It describes the various character types, skills and abilities, outfitting the character, combat procedures, and magic.

Each player is assigned a character type. Players begin by rolling for caste type. There are four possible caste types. The highest type is the Samurai. The second level is the Ronin. At the bottom of the player character types is the peasant. The fourth type is a special caste, the Ninjas.

Once the caste level has been established, the player then chooses his profession. There are five choices: the Warrior, the Budoka, the Shugenja, the Gakusho, and the Ninja. Unlike most role-playing games, the player chooses his distribution of abilities after his character type has been chosen. This allows the player to create a "perfect" character type. The attributes that are allowed are the ubiquitous strength, wit, will, deftness, speed, and health.

The character types in this game are similar to those found in other games, to a limited extent. The Warrior is equivalent to the Fighter in D&D in the respect that they are both trained to use weapons. The Budoka is similar to the Monk in that they are both designed to use their particular skill

equivalent of a Magic User, although they have a leaning toward the more nature-oriented spells. The Gakusho is the equivalent of the cleric, albeit a Zen cleric. The Ninja is a rather unusual case. He is a master of disguise and assassination, very similar to the Assassin in D&D.

It should be noted here that the term "Samurai" does not denote a type of fighter. The Samurai was a social class rather than a designation of a pure swordsman. Although one could hardly grow up a Samurai without learning weapons, Samurai were quite often found in a variety of occupations including that of Buddhist monk.

The rest of Book I concerns itself with magic, outfitting the character, movement and combat, and an introduction of the manners and morals of feudal Japan.

Book II, "The Land of Nippon," is designed to help develop the campaign. Among the areas covered in the book are the Non-Player Character, encounters, the towns and villages, court life, the mystical concept of Ki, damages and death, battles and duels, more thoughts of Japan, and a sample Place of Mystery (a dungeon). The second volume is an integral part of the game. It fleshes out the game to make it a meaningful experience.

The game of *Bushido* is, as I have said, a change in the outlook role-playing games. For that, those responsible are to be commended. The game itself moves well and is fun to play, and there are many interesting and new devices to be found.

The average gamer does not appear to take to non-European/Western games well. I'm sorry about this because it seems to deprive the gamer of a wide variety of choices.

Be that as it may, the game is not perfect. There are a horrendous amount of typographical errors in the rules. While the game does not always suffer from these errors, there are times when they do hamper understanding of what is supposed to be going on.

The authors also have, through necessity I imagine, assumed that the players have a rudimentary knowledge of Japan and the Orient. This lack of detailed background is not an overpowering fault, but it would have been an aid to the players and referees in getting into the "mood" of the game. There are a few other mistakes, including the inclusion of some weapons of questionable Japanese origin.

Despite these faults, the game is worth the price to the person interested in developing a more cosmopolitan outlook. After all, while it's fun to be Conan or Gandalf in D&D, there is also a time to try and be Miyamoto Musashi seeking

perfection in the use of the sword, don't you think?— D. Okada

*As we went to print, Tyr had gone out of business. The rights to *Bushido* are being sought by more than one company; the game is not presently on the market.

Book review

Hammer's Slammers

by David Drake

Ace (ISBN31593-3) \$1.95

Having been a SF and fantasy fan for many years, I like to flatter myself into thinking that I can spot a good, solid piece of SF adventure when I read one. HAMMER'S SLAMMERS by David Drake falls into the category of just that sort of writing. While it might not win awards, it is at least as good as the "Dorsai" stories by Dickson and the *Starship Troopers* novel by Heinlein. Why do I say that? Well, mainly because HAMMER'S SLAMMERS is a book about galactic mercenaries.

The work is a series of seven short stories, five of which were originally published elsewhere. They are strung like beads with transitional shorts between them, the whole clasped by an introduction written by Jerry Pournelle. The short beads are well-polished, the links crafted, so that the book becomes an artistically done piece. The author knows his military history and technology. If the reader accepts his premises, then what follows is one of the most logical explanations of future strategy and tactics, armor and weapons I have ever seen presented in a SF novel.

The author touches on strategy and even grand strategy, but the stories deal with tactics, mostly as seen from the individual point of view—platoon and company actions. The characters are quite believable, as are the situations. In fact, it almost seems at times that the author was a mercenary in Colonel Hammer's regiment known as the Slammers. Each tale takes place in a different situation, on a different planet, and with at least some new characters. If there are faults, they are small ones which do not disturb the continuity of the work or the flow of action. By all means, read this book!

One thing I can not resist is to comment on something which bothers me every time it is mentioned, however. Mr. Drake referred to the Maginot Line, stating to the effect that the lesson of the Nazi attack upon France in 1940 showed unquestionably that fixed defenses were useless against mobile attackers with armor. This is in keeping with popular references to a "Maginot Line mentality."

Perhaps a cursory study of World War II will lead the dilettante to believe that the French border defenses known as the Maginot Line were foolish. The fact is, they were and they weren't. The problem was that the Maginot Line was left dangling; its left flank stopped where France bordered on Luxembourg and Belgium. Early in the campaign, the Germans assaulted the fortifications of the Maginot Line and got a bloody nose for their troubles. The thrust of mobile German formations through Belgium, going around the Maginot Line, and tying down the mobile Allied units, eventually led to an envelopment and capturing of the fortified area—even that at a surprising cost.

The French never considered the Maginot Line as a be-all and end-all. Their military policy

relied upon it to prevent rapid penetration of France by German armor. Second-line troops operating in the fortified areas were to blunt the attack, and French armor and motorized troops from reserve positions behind the line would then counter-attack.

If there was a "Maginot Line mentality" it had to do with partial and incomplete static defense lines, not anything else. The fixed defenses of the Maginot Line were sufficient to have stopped the German panzers cold. The Germans knew this and chose to make an end run. The lesson here is to make certain that the emplacements are solid and complete, and to back them up with mobile reserves, for no fortress can withstand siege indefinitely. Thus, the best of the attacking troops must be blunted upon emplacements and second-line troops, and this leaves the defender the opportunity of committing his first-rate formations where and when he chooses. This strategy is certainly valid when considering warfare in the future.

HAMMER'S SLAMMERS isn't affected by one error on the author's part. It is one very good, action-packed work which can be enjoyed by all persons interested in SF, military history, or adventure gaming set in the future. My guess is that after reading it you'll opt to be a tanker rather than an armored infantryman or infantryman. (The weapons are potent, the AFVs really something else!) I wonder how long it will be before we see something like the warfare David Drake postulates depicted in game form? Not too long, I think.—E. Gary Gyax

Book review

The Wolfen

by Whitley Strieber

Bantam (ISBN 12626-1) \$2.50

According to the cover blurb this is a "novel of inescapable terror." While the story has that element, true enough, it is actually a work of modern fantasy, perhaps horror, which D&D players should not miss. A review is difficult to write, because to say too much about the book is certain to spoil some of the suspense, while to say too little will do it an injustice. If you are already convinced that you should read *THE WOLFEN*, then read this no further; go out and pick up the novel, and when you've finished come back to this column and judge for yourself how it stacks up against your own assessment.

The premise of the book is simple. Everywhere in the world are canine creatures human-kind is unaware of, and these monsters have but one prey animal—man. Wolf-life, these creatures are far smarter than wolves. In fact, they are reasoning, speaking beings with manipulative paws. They use their fantastic speed and exceptional senses to hunt effectively without ever being seen for what they are. Should some individual get a glimpse of a wolfen, it would certainly be mistaken for a dog. As intelligent as these monsters are, they make a mistake . . .

The major protagonist of the book is a female police detective. Her partner, the senior member of the team, is the minor protagonist. The angle makes for an unusual work, for it is one which both men and women can get into with equal relish; both characters are reasonably developed and believable.

The antagonists are, of course, the wolfen, and what villains they are! Strieber builds belief

(Turn to page 49)

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Dragon's Bestiary

Vilkonnar

Created by Charles Carson

FREQUENCY: *Rare*

NUMBER APPEARING: 2-12

ARMOR CLASS: 5

MOVE: 12"

HIT DICE: 4

% IN LAIR: 40%

TREASURE TYPE: *B, Y*

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: *Energy Absorption,*

Energy Blast (see below)

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral Evil (Neutral)*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

The Vilkonnar are bizarre, humanoid creatures who dwell in caverns and dungeons. True Vilkonnar are Neutral Evil in alignment and are usually found in temperate or colder climes. In these areas they may also be encountered outside in hills, forests, etc., during the hours of darkness only, as they dislike daylight or very bright light of any sort. They will fight at -1 to hit in the presence of a Continual Light spell or comparable illumination. Vilkonnar have 60' infravision.

The Vilkonnar have broad hands with three spatulate fingers on each. Their palms and fingers are covered with tiny, sucker-like discs and, in combat, they strike with each hand, trying to hit with these discs. Each hit by a hand drains 1-6 h.p. from the adversary, and these points are immediately absorbed by the Vilkonnar and added to the monster's hit point total; in effect, h.p. are sucked from the victim into the Vilkonnar. Also, in any round where the Vilkonnar hits with both hands, it has attached itself to its victim and will automatically drain 2-12 h.p. per round into itself without having to roll dice to hit. (This assumes, of course, that both hands are attached to the same victim.) The monster will continue draining hit points in this fashion until the victim is dead, the Vilkonnar is satiated, or the monster is killed or forcibly removed from its victim.

The Vilkonnar will use the hit points it drains to replace any h.p. it has itself lost in combat: using an opponent's own strength against him, so to speak. In addition, these creatures are able to store within themselves excess energy above their normal h.p. total for limited periods of time, up to a maximum of twice their normal h.p. total. (A Vilkonnar with 20 h.p. normally could raise itself to a total of 40 h.p. by draining them from its victims.) This is called "supercharging," and a Vilkonnar who achieves its maximum possible total is said to be "fully supercharged." Note that no h.p. in excess of a "full charge" can be drained from a victim. (In the above example, a Vilkonnar with 37 h.p. that scored a hit could drain only 3 hit points from its victim even if the die roll called for 4 or more, since 40 would be its maximum. The victim of the attack would only lose the 3 points that the monster could absorb.)

Supercharged Vilkonnar are highly dangerous, as any hits they take will be deducted from their excess or extra h.p. before they can be reduced below their normal h.p. total. Also, any supercharged Vilkonnar becomes more powerful as a fighter, and will get +1 to hit on each attack, although damage remains the same.

A Vilkonnar that becomes fully supercharged is more deadly still; it will enter a state of berserk ecstasy that causes it to attack as an 8 HD monster. Any hit made by a fully supercharged Vilkonnar will enable the monster to release some of its excess energy into the body of its opponent as an energy blast, half the excess energy being released by each hand that strikes successfully (Thus, all the excess energy would be released if both attacks are successful.). The victim of this attack will suffer the appropriate damage in h.p. lost. (Using the example again, the Vilkonnar with 20 h.p. normally and 40 h.p. supercharged would cause 10 hits damage with each hand if it hit an opponent while supercharged.) After the attack, the monster will no longer be supercharged and will again begin draining energy from adversaries. No hit points are drained from the victim of an energy blast; victims take only the damage from the blast. Energy blast attacks may only be made by a Vilkonnar that is supercharged



when it is its turn to attack; if it is hit and loses h.p. at the beginning of a round, it must absorb energy again before he can attempt a blast.

A Vilkonnar can retain a full charge for only 3 melee rounds. If it does not score a hit within that time to release its excess energy, the energy automatically dissipates at the end of the third round, reducing the monster to its normal h.p. total. This dissipation is in the nature of an implosion, and the shock to the creature's system is such that the Vilkonnar will be stunned for 1-3 rounds afterward. Vilkonnar that survive a combat and finish with excess h.p. but are not fully supercharged will begin losing the excess h.p. at a rate of 1 per round until the normal total is reached. They cannot maintain themselves at a higher than normal h.p. total unless they are in combat or have helpless victims to use as an energy source.

Although they cannot maintain the state for long, Vilkonnar relish the sensation of being supercharged, and being fully supercharged is, to them, the ultimate state of rapture. They constantly seek the victims necessary to the achievement of this ecstasy, and they will attack any party that they feel they have a reasonable chance of defect

They have no great desire for treasure per se, but they can use it to purchase slaves or captives from other creatures to use as energy sources. As a result, Vilkonnar will keep on hand whatever treasure they obtain. They will also hire their services out to other creatures or even men of evil alignment in return for a supply of victims, and so can be found as guards or servants of other monsters or men on occasion. If encountered in their lair, there is a 20% chance that Vilkonnar will have 1-3 captives to be drained of their life energy. These monsters are able to drain energy from any creature, but they seem to prefer humans and other humanoids

The Kailiff

The Kailiff is a cousin of the Vilkonnar, differing from it slightly. It is generally found in hot, arid regions and is not averse to light; it does not suffer a penalty for fighting in daylight or the equivalent. Kailiffs also differ from true Vilkonnar in that Kailiffs are strict Neutrals in alignment. They travel in small bands and will generally bargain or negotiate with any party they encounter unless they are confident of being able to decimate the party with almost no risk to themselves. They

will serve for hire any who care to hire them, but they are concerned solely with their own best interests and will turn on their employers as soon as it benefits them to do so, which tends to make them rather treacherous and untrustworthy as followers or companions. Unlike true Vilkonnar, Kailiffs are also cannibalistic and different bands will prey on each other if an opportunity presents itself. In all other respects, Kailiffs are identical to Vilkonnar.

Description

Vilkonnar have muddy-brown hides and a thatch of moss-like, greenish hair on top of their heads. They are otherwise hairless and almost never wear any sort of clothing or ornamentation. Their eyes are yellow, set deep within large, concave sockets, and their ears are merely slits in the sides of the head. Their mouths are fanged but small, and they never use their fangs for fighting. Feet, like the hands, are broad with three spatulate toes.

Kailiffs are identical in form, but their hide is tan in color and their eyes are green or greenish-yellow. The Vilkonnar and Kailiff share a common language, and they are 75% likely to also speak Common Tongue.

Dragon's Augury

(From page 47)

carefully to create the "terror" element of the novel. He likewise personifies these beasts so that the reader can, at times, relate to their desires, but then he quickly wipes away all traces of sympathy with brutal strokes. Thus, as the plot develops and the characters take on life, the horror mounts, ebbs, then climbs again to a higher peak. The climax is late in the book, the anticlimax satisfying—perhaps.

THE WOLFEN does require a suspension of disbelief, for despite the author's excellent efforts to create plausible predators, and regardless of his efforts to explain how they have managed to remain undetected for many decades (werewolf legends explain mankind's former knowledge of the wolfen, and Strieber handles this well indeed), the creatures must be super-powerful indeed to retain this anonymity. Having seen film of an old man fending off, then slaying a man-eating jaguar with a six-foot spear and the aid of a small dog, it is rather difficult for me to accept the reactions attributed to these canine murderers by the author. However, as there are at best only a handful of fantasy novels which do not have such a ring to them somewhere, it does not detract from the overall enjoyment of the work.

I read the 275 pages of *THE WOLFEN* in only a few hours, broken by the need to get some sleep. It is a good, very exciting book. After you have read it, I'm sure that you'll be pleased. I'm also sure that you will spend a bit of time thinking about how you would have handled the situation in terms of D&D and in terms of real life.

Perhaps the most interesting reflection of all is how the aftermath would be reflected in human and wolfen life styles. I certainly urge you to read this novel, for it is enjoyable and worthwhile. And if you happen to be out walking in the twilight and see a stray dog nearby, don't worry! After all, wolfen are just the creation of Mr. Strieber's imagination. Unsolved disappearances are probably work of flying saucers. —E. Gary Gygas

Book review

Spacefarers Guide to Alien Monsters

Published by: Phoenix Games

Retail price:

This 64-page softbound book is a collection of monsters which are, according to the blurb on the cover, "usable with SF role playing games such as Traveller, Space Patrol (and) Space Quest." It contains 350 monsters and an introduction and explanation.

The introduction starts out well, giving a sketchy background for an SFRP galaxy in which many monsters are duplicated from world to world. It is interesting and mostly quite imaginative, but the reasoning falls down here and there, mostly when explaining or justifying the mechanics of using the monsters in a game. The system used to denote relative speed of the monsters is particularly lame—a scale of from 1 to 100 is used, 50 being normal human speed. Minimum, maximum, and the distance between points on the scale are not defined; a measurement with only one reference point measures nothing.

The system for determining on what types of planets the various creatures can be found is also extremely limited, and its use is apparently random. Worst of all, it makes no sense. A creature such as "Cawthorn's Deer" (which is basically just a deer) can be found on Earth-type worlds; low-grav, low-atmosphere cool worlds (such as Mars); and gas giants! Some creatures, such as the "Parass," a type of squirrel, appear on every type of planet!

The Encounter Tables provided with the book (which do not key into the planetary types where monsters may be found, and in fact often contradict them) contain a good idea in that the typical

initial attack form accompanies each creature listing, such as attack by herd, sneak attack, etc. This should be useful to the GM in determining the immediate form of a hostile encounter

Beyond the introductory material we come to the meat of the book, the 350 alien monsters. Here is where the book really falls flat on its face. The majority of the monsters are merely blown up or slightly altered common earth creatures that you can see in any zoo. Other types are dinosaurs or normal animals with a psionic power or two. Truly "alien" creatures are rare. Occasional original monsters contain a germ of an interesting idea, but often the same idea is repeated in other monsters.

Most descriptions are three to five sentences. A typical description is that of the "Otexi": "Much like a crocodile, but with eight legs and colored brown. It has twelve eyes, along its spine on stalks. Its jaws are capable of cutting steel."

The latter ability is not at all uncommon to the creatures in this book, most of whom could have been made up by randomizer. There is a heavy reliance on poison; fully 15% of the monsters are poisonous, venomous or toxic, and that's not even counting acid-users. The drawings of the monsters (about one per six creatures) don't always match the descriptions. Highlighting the lack of originality is the inclusion of a monster most readers of *The Dragon* will surely recognize, the "Purple Worm," a huge, 50-ft. worm with a venomous stinger in its tail.

To top this all off, the creatures suffer from a serious case of Dumb Name Syndrome. Having a series of people attempt to pronounce them while keeping a straight face would make a pretty good party game. It's also a bad idea to have monsters with names as similar as "Covaln" and "Covalen," thereby inviting endless confusion.

THE SPACEFARERS GUIDE TO ALIEN MONSTERS is a shoddy and carelessly-produced product that has no place in any intelligent science fiction role playing campaign. No price is listed anywhere on the book, but whatever they're asking, it's too much. —Lawrence Schick



Disasters: As With All Else, A Matter of Degree

Jeff Swycaffer

Things go wrong. With disgusting regularity, events degenerate into disasters. Murphy's Law in its original form, perfectly and immortally delineates the human experience: Whatever can go wrong, will go wrong.

In most disasters, the participants are forced into a reactive role; Few of us are in a position to avert or re-direct events. Only a truly dynamic personality is able to overcome "disaster's inertia," the tendency of victims to cower or flee aimlessly. The very efficient leader is able to force order upon the chaos and raise the situation out of the quagmire of "order, counter-order, disorder."

One of the most important things this leader must do is understand the magnitude of the disaster. Far too many people overestimate the catastrophe and are overawed by it. On the other hand, to underestimate the seriousness of a situation is often much more dangerous.

How many times has this happened to you? Someone rushes into the room screaming: "Ohmigod, Harry, the dam has burst and what'll we do!?" Instead of following your first instinct and leaping in seven directions at once looking for a set of water wings, one should devote an instant to situation analysis.

Reasonable reactions might then be: "Darn! I liked that dam, even though it's been dry since '38." Or: "Yikes! I bet some people are going to be hurt, over across town. Let's get down to the Red Cross and help." Or: "Aack! Our basement will be flooded." Or: "Ohmigod! We're doomed! Let's r--."

In each case, the initial reaction is an exclamation, which serves to measure the severity of the disaster. The exclamation is a very important part of the natural leader's ability to handle and contain the situation.

In order to clarify things, I would like to introduce the R.H.S.N. Standard Disaster Scale. This scale is simply an ordering of disasters on a 100-point basis, in ascending degrees of annoyance.

R.H.S.N. Standard Disaster Scale

Degree	Appropriate Exclamation	Comments
0	Darn!	(Although the least of the disasters, Darn! is often replaced with the harshest swearing words).
1	Phooey!	
2	Drat!	
3	Shoot!	(There are two forbidden variations of this).
4	Heck!	
5	Gadzooks!	
6	Yikes!	(In Delaware, Yikes! is known as Jeez! or Sheesh!)
7	Oops!	(In California, use Oh Wow! or Oh Wow, Man!)
8	Aack!	(In Ireland, use Ee Lads!)
9	Ohmigod!	(The highest degrees of Ohmigod! are sometimes known as Holy-BLANK!., where Blank is replaced by the expletive of your choice).

Each of the major divisions of the scale is subdivided into ten units; Drat!-7 is worse than Drat!-6; Shoot!-0 is worse than Drat!-9, etc.

For everyday comparisons: Darn!-0 = Breaking a shoelace, or stepping on bubble-gum. Drat!5 = Stubbing a toe or wrenching an ankle. Heck!-0 = A flat tire. Gadzooks!-2 = A flat tire on the freeway. Yikes!-5 = A flat tire on the freeway during rush hour. Aack!-3 = A flat tire on the freeway during rush hour, and having no spare tire. Ohmigod!-3 = Nuclear war. Ohmigod!-7 = Nuclear war, and living in San Diego. Ohmigod!-9 = Sauron rises again, and Gandalf is on the freeway with a flat tire.

T h u s .

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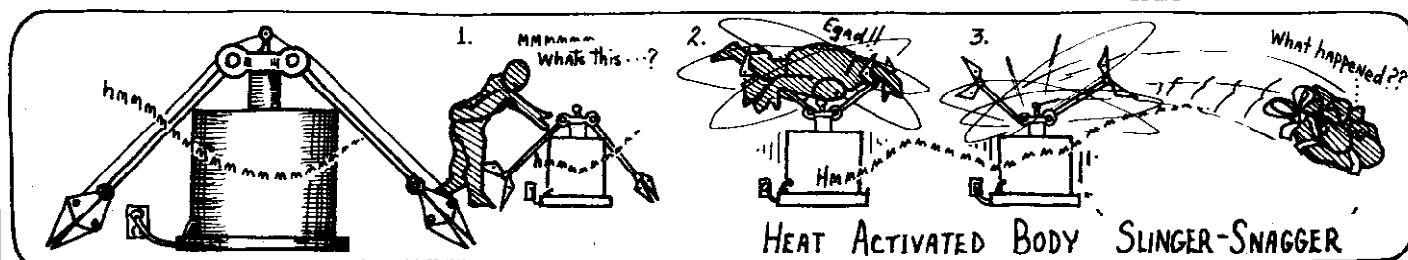
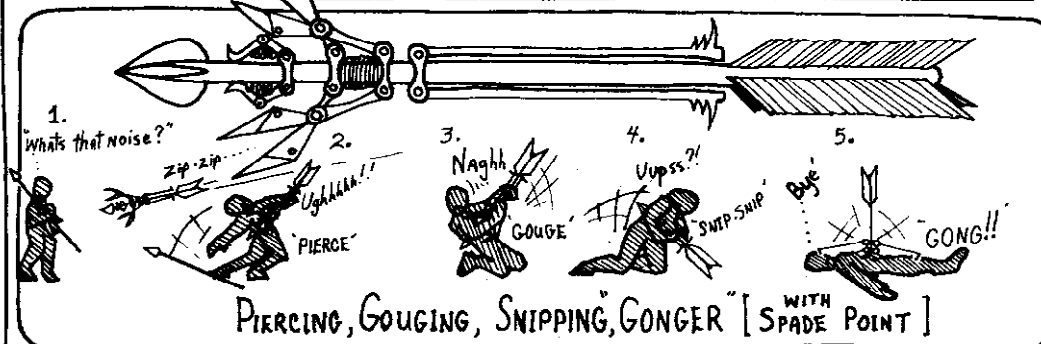
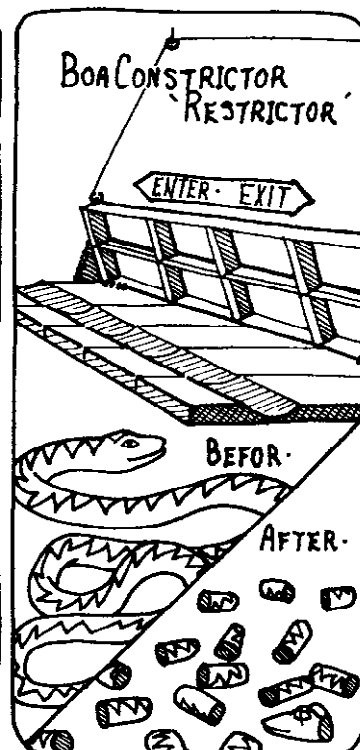
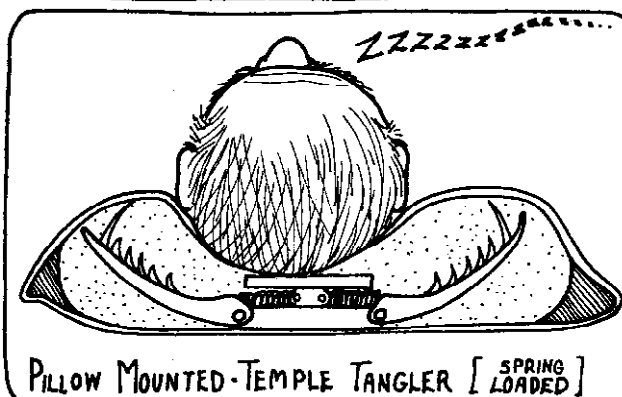
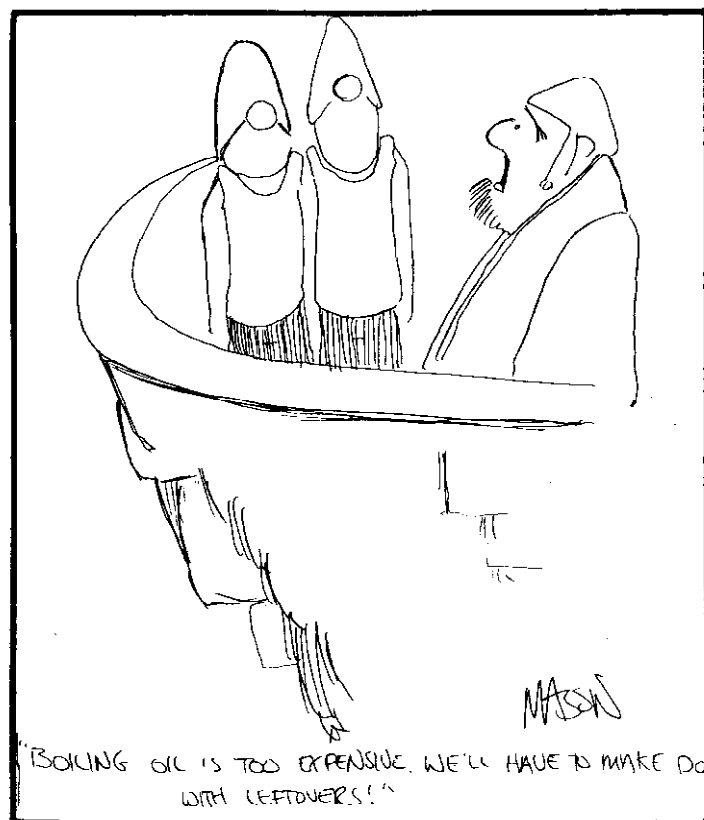
"In the Middle East, the situation is Gadzooks! and rising, as Israel and Egypt react to the sinking of a trawler in the Gulf of Aqaba.

"On Wall Street, trading was heavy, with the day's close a solid Heck! for the seventh straight week. Analysts blame the current oilfield Aack! and the automotive industry's Darn!

"The Ohmigod! sounded in Australia last week was a false alarm; there is no trace whatever of plutonium in the beer.

"In the Violent civil war, the Violence liberation army is claiming victory after perpetrating a series of atrocities around Rampage city, but leaving the rest of Tumult country quiet. The South Violent will go before the U.N. tomorrow to ask for help in what they say is a clear and present Yikes! situation.

"In a related story, some 300 violent Violent took to the streets in a violent demonstration of Violent unity. There were no deaths, which the North Violence league says should not be taken as an indication of anything whatever."







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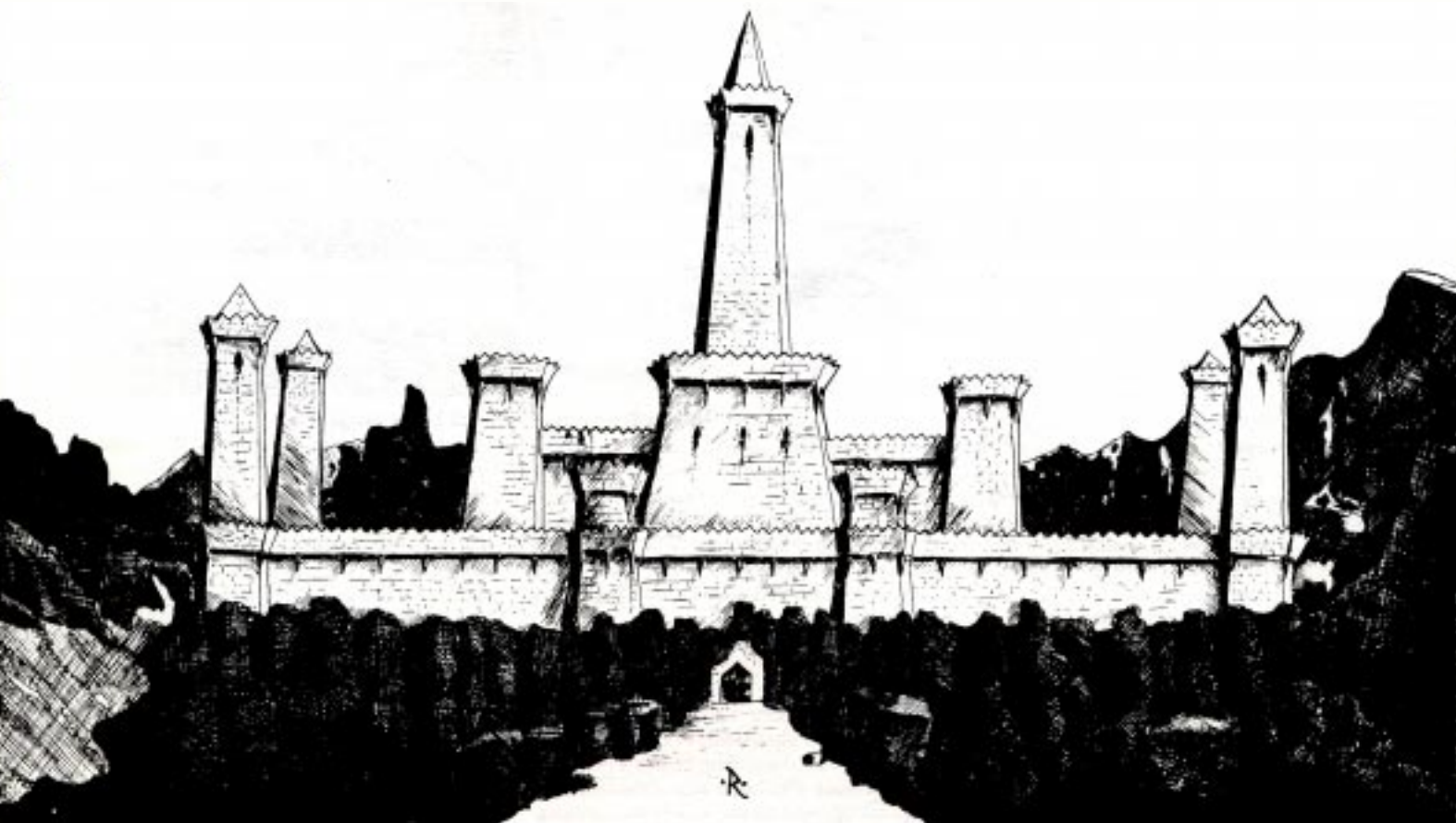
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DOOMKEEP



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PRELIMINARY BRIEFING FOR PLAYERS

The three of you are a group of adventurous wanderers. You have journeyed to a far-off land in search of the fabled **ROCK OF AGES**, a mighty artifact which is rumored to confer everlasting youth, strength and health to its possessor. You have determined that it is somewhere in this vast land, but the legends place it in at least a dozen different places.

However, you are certain that the dungeons of an ancient castle, **DOOMKEEP**, hold vital clues to the exact location of the artifact. You are before the castle, and have decided to enter it in search of not only the information it contains, but also for the chance of obtaining valuable treasure: a thought which is near and dear to your hearts. The only entrance into the castle is a door leading to a passageway down into the ground below the walls.

You will receive a map showing the land of this portion of the world and the possible

Note: Special instructions on how to conduct adventures in this dungeon are printed on page M7. It is suggested that prospective DMs turn to that page and read those instructions before continuing with the actual text.

locations of the **ROCK OF AGES**. After the adventure is over, you will be requested to write down the place where you believe the **ROCK OF AGES** is located, based on the clues you have uncovered. You will not be allowed to consult with your teammates on this and you will score bonus points if you select the proper location.

THE ADVENTURE BEGINS

START. The only entrance you can find is a door slanting down into the earth. You open the door and find a short earthen ramp leading to a dark spiral staircase.

1. You follow the staircase down about 50'. It ends in a room which measures 50'x 50'. You are standing 10' from one wall ahead and 10' from a wall to your left.

Before you is a door. The remainder of the room is basically plain and bare. The ceiling is 15' high and is made of huge blocks of stone, as is the floor. The left wall has been heavily plastered and on the right wall, in its center, is what appears to be a magical writing.

((a = an illusion on the ceiling which conceals a crawlway leading to the adjacent passage. b = a secret door which can only be detected on a 1 or a 1-2 by an elf. c = here the plaster can be smashed through to get to the adjacent passage. d = if a Read Magic is used on the writing, a door will open here. e = if a *Detect Magic* is cast anywhere in the room (spell only), a door will open here. f = here is a shifting wall section which can be found only on a 1 or a 1-2 by a dwarf. g = a normal secret door.))

2. ((The circular corridor.))

After the door is opened, you find yourselves looking down, not across, at the farther wall of a passage.

((The players will have to drop into the corridor, and standing upright, they will find

the entrance door above their heads. They are now standing parallel to the normal plane of the dungeon.))

The passage is filled with a mist which limits your sight to 40' in either direction.

((a, b, c, and d are rooms, and a and c are empty. Rooms b and d contain the guards; in room b are 6 *Lizard Men*, AC 4, 10HP each, armed with shields and 4 javelins each (72 points each), and room d contains 6 *Goblins*, AC6, 4HP each, armed with short bows and daggers (12 points each).

A missile cast at an enemy goes on for a full 24" during the first melee round, returning to its point of origin. The next melee round it will move another 24", and so on. The Goblins and Lizard Men have learned to dodge their own missiles as they come around behind them, so do not roll for the missiles to hit them. A missile will only stop when it has struck a target, or when the thrower catches it (which the Goblins and Lizard Men have learned to do). The players will become aware of the curving floor only if a dwarf is in their party, as the floor is magically made to appear as if it will not curve straight down just ahead.

There are two normal pits marked, and these will drop a player 10' (for 1 die damage on a 1-2). There is also a special pit in the passage. It is 70' deep. From the corridor, the players will see:))

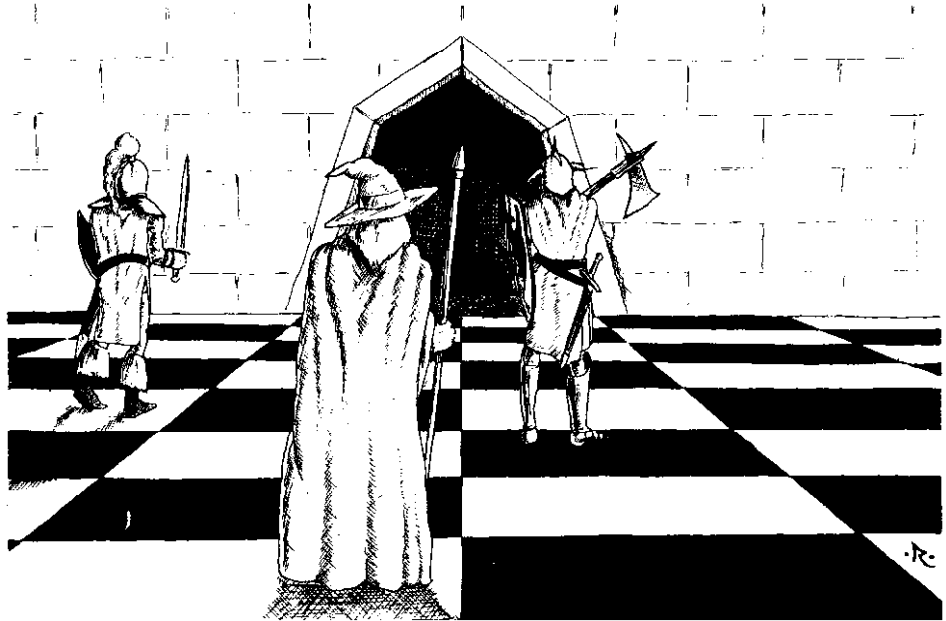
There is a pit 10' across blocking the entire passage. There is no cover on it and its depth is beyond the range for you to determine clearly, but you think that you can see a bottom.

((The pit has an invisible floor covering it. It is perfectly safe to walk on, even for a heavily laden player. The covering can be broken through fairly easily, and can be passed through by means of a *Knock* spell, *Dispel Magic*, *Passwall*, etc. If the players go into the bottom of the pit, they will see the following:))

There is a small chest on the floor, with a small box and a tube next to it.

((The chest contains 1200 gp. The small box contains an item which appears to be a portable hole; in reality it is a *Portable Manhole* (value 3000). The extradimensional warp of the portable manhole only affects three of the four dimensions, with the effect that anything which goes into the manhole will be considered as falling until the next time the manhole is opened. If this delay is longer than 15 seconds, the object will have reached terminal velocity and the object will suffer 10d6 damage when the manhole is opened and the item comes hurtling out. If the manhole is spread on the floor, the item will fall up; if on a wall, it will fall toward the opposite side of the area. Even magic items must save versus crushing blows when they come out. If something falling from the manhole strikes a living being, damage to the being will be 10HP if the object is at terminal velocity.

Inside the tube is a *True Clue* (value 1,200) written on paper. The tube is sealed



Watch your step in this room!

and has magical writings on it. It can only be opened by smashing it, using a *Read Magic* or *Read Languages* or a *Dispel Magic* or by a Thief using his ability to pick locks. The paper has written on it the words: "The key to life is between the mountains." The writing will fade away within 10 seconds after the tube is opened.))

3. ((Chessboard Room.))

After opening the door, you see a large, well-lit room, 80' x 80'. Each 10' section of floor is either ivory white or ebony black, with the colors alternating in a checkerboard fashion. You are standing before a (white or black) square. On the far side of the room, an archway opens over the middle two squares. A room can be seen through the archway, and in the room is a very large chest and a feline creature about 7' tall. The feline stands on its hind legs, is jet black with blue spots and has a triangular head with three eyes on each side.

((The creature is a *Niner*, AC6, 4 dice, 18HP. It attacks twice per round with its claws only for 1-6. If it dies, is charmed or otherwise magicked so that it is not in control of itself it will collapse and "die." It will remain dead for 2 melee rounds and then come back to life. This will occur even if it is teleported or disintegrated, and it will reappear at the spot where it died. It can die 8 times in this manner. After it has come back to life the eighth time, it will die permanently, (value 165 points) but only if it is actually killed and not just charmed, etc. The Niner has a mouth, but it feeds by drawing blood through its claws as the claws contact flesh. The Niner will not enter the checkerboard area, but will attack anyone entering its room.

The checkerboard room is actually a magical chessboard. It can only be moved across by a player using a certain move of a chess piece. Assume the players represent white pieces. Using an incorrect method will

result in the trespasser's being hit by a bolt of energy for 2d6 damage. The proper way to cross the board is as follows:

Fighters—Must enter room on a knight's square and move as a knight (either two forward and one sideways or one forward and one diagonal is OK).

Clerics—Must enter on a bishop's square and move as a bishop.

Magic-Users—Must enter on the queen's square (white) and move as a queen.

Thieves—Must enter on a rooks square and move as a rook.

Monks—Move as clerics.

Sub-classes—Move as the parent class.

Multi-class—May move as any applicable class.

Only a character who is actually a king may enter the king's square (black) and move as a king. Only the actual act of a person moving across a space will set off a bolt, not the movement of poles or spikes. Those who are able to move across the board without touching the floor will not be hit by a bolt.))

((Written on the bottom of the chest is a *True Clue* (value 1200): "The key to life reposes where man once dwelt." Inside the chest is 2,400 gp and the *Hand Mirror of Hoping*. The hand mirror (value 4,500 points) is a 3" circular mirror mounted on a green jade handle. It is activated by pointing the mirror surface at something and wishing for something to happen (any expression of desire, whatever for, is sufficient). Each time the mirror is used the referee will randomly roll a d10 to see what happens:

1. A Death Ray emerges (normal saving throw allowed).

2. A 5-die fireball explodes 32' away from the mirror.

3. A twin of the object pointed at appears and aids the object pointed at (if possible).

4. 27 Blackbirds fly out of the mirror and confuse (saving throw allowed vs. spell) everyone in the area for 2 melee rounds.

5. The object pointed at is sucked into the mirror, never to return.

6. The object pointed at turns into a Type I Demon which attacks the holder of the mirror.

7. A 6-die lightning bolt shoots out 60' from the mirror.

8. A *Cure Critical Wounds* spell is emitted at the thing pointed at.

9. A mist appears which obscures all vision in a 20' x 20' area (treat this as a *Confusion* spell if melee occurs in the mist).

10. Poison gas fills an area 30' x 30' (+2 on s.t.))

4. A pair of simple wooden doors open into an area that appears to be dimly lit by candles in holders on the floor. The walls are concealed by black velvet draperies except for the center of the wall directly ahead, 40' away. The walls to the immediate right and left are angled off at 45° from the 20' wide double door until the room is 40' wide. The wall ahead is lined with an array of portraits depicting various victories of good over evil.

((The diagonal curtains to immediate right and left will part, if checked, to reveal modest bathing facilities. Two bath basins, a shelf of clean linen garments and a partially filled trunk of soiled clothing can be found in each area. There is nothing of value here.))

((The portraits have no intrinsic value as the quality is rather crude.))

In the center of the room are four rows of narrow benches.

((The draperies at the right and left on the far wall will open to reveal passages if checked. If the players pass through, they will see:))

You have entered another chamber, which is also lit by candles. It is 60' wide and 80' long. Roughly in the center are two rows of church pews. On the right and left walls beside the pews are 5' x 20' tables, each holding two 4'-high candelabras.

((Each is made of mithril and plated with brass; they weight 30# each and are worth 600 gp each.))

These are very thin and delicate appearing, and the candles in them are the only source of illumination. At the near and far ends of the room are a pair of daises. At the top of the near one is a 20' x 10' ebony and teak chest which is ornately carved with

images of a number of warriors battling evil creatures, demons especially.

((The chest is not locked and is filled with many sets of clothing and leather armor, bits of metal armor, old weapons, remnants of food and religious items. There is a 1 in 6 chance per person searching through this stuff (per turn) of finding *The Staff and Boots of the Earth Lord* (value 4,800).)

The staff is an unbreakable cylinder of rock 6' long and streaked through with veins of platinum and gold. It has a circular hollow spot at its tip. In a leather bag tied to the staff by a thong are a 600 gp ruby and a pair of soft leather boots.

If the ruby (or any other ruby of the same size) is wedged into the hollow of the staff and its tip is struck on any surface solid enough to support a man, the ruby will turn to dust and a rough-sided circular pit, 16' across and 40' deep, will come silently into existence.

However, an illusion makes it appear that the surface is still solid, and the sudden appearance of the pit will go unnoticed, even to someone watching the transformation. The illusion will last for three full turns but the pit is permanent. The staff may be used a maximum of once per day.

The boots will allow the wearer to walk across the illusionary surface of the pit for as long as the illusion lasts.))

((If the pews are inspected, a scrap of paper will be found, neatly folded, which has the following written on it (this is a false clue): "Seek the old Ones.))

The far wall is dominated by a large, donut-like structure set on a dais. Above the structure is a brass plate which reads "Portal of Eternal Life" in large letters. The structure appears to be made of living plant life, bearing bright green leaves, red and white berries and a strange-looking, deep orange-colored fruit.

((If eaten, the fruit and berries taste good, but the berries will cause a deep, comatose sleep within 3 turns if a save versus poison is not made. No ill effects will be noticed immediately.))

Within the plant structure a rainbow of color is visible.

((If a character steps onto the dais, the following will occur:

The candles will dim.

The color pattern of the portal will increase in intensity.

A deep, melodic voice will appear to speak from within the portal and say: "Behold the Portal of Eternal Life" . . . "You stand upon the threshold of the undying lands. Those with strong will and great courage may reap the rewards of never-ending life. Lay down your implements of mortal man and witness that neverending life is possible to those who believe . . . Welcome."

A scene will appear with the portal portraying a handsome elven lord dressed in silk robes. He holds out his hand. He then turns to reveal a lush, fruit-laden valley with ankle-high grasses and a narrow brook. An irregularly shaped metallic object with a rough surface can be seen behind the stream. Six elven maidens and three elven gentlemen can be seen cavorting in the grasses. The elven lord walks away from the portal and joins the group.

This scene fades, the colors reappear, and the candles brighten.

If anyone approaches the portal to enter it, the lord will reappear, lead the character down a path to the valley and join the elven group in conversation. The picture then fades again.))

((A dwarf will definitely not trust this elven scene and will say as much to anyone present.))

((This portal is actually a disintegration chamber with a sophisticated, programmed illusion used to create the scenes. The illusion will be believed unless a *Detect Illusion* spell is used.))

Standing in the far corner is a strange, metallic statue. It is about 8' tall and 15' long. It has a large central body, and extending out in front of it are 8 razor-sharp discs. The discs are about 3' in diameter and are mounted across a 10' rod. Coming out of the rear of the body is a large cylinder of some kind. It has two feelers extending from its top.

((This is a *Harrow*; AC -3, 9 dice, 40HP, value 2,400. It is a creature from another universe which is composed entirely of ferrous metal. Its life force and mode of movement are of magnetic origin, and it is surrounded by a strong magnetic field which gives it a magic resistance of 50%. It feeds by absorbing the magnetic auras of dying creatures and by ingesting iron and steel directly into its central body. It can attack twice per turn, once with its discs at all targets in a 10'-wide space for 3-12; if it misses, a second



•R•

The Staff of the Earth Lord can be a real jewel to possess.

attack is allowed by the massive rear drive cylinder on the same targets for 4-16. The two feelers are sensors which detect the magnetic auras of living creatures. The Harrow is unaffected by paralyzation and all mind-influencing attacks, and cold attacks do half or no damage. When it is killed, all of a Harrow's parts freeze up and are immovable. The Harrow will not attack unless attacked, or if any person who has stepped up on either dais leaves the dais.))

5. ((Opening the secret door reveals the following:))

You see a well-furnished room, 20' x 20', extending to your right and ahead. The room is obviously the study of a wealthy man. There are three small tables, four chairs, and an assortment of rugs and wall hangings. On either side of the door are large stone urns full of dirt, which apparently once also held plants. There is a rice-paper ceiling.

((The ceiling conceals the room's true height of 30'.))

Facing the huge stone fireplace which dominates the right wall is a massive, padded wooden chair and table on which are placed wine, cheese, bread and a large bowl of walnuts in the shell. Next to the chair is a 6'-long lizard with huge eyes and violet scales.

((This is a *Thesaurus*; AC 6, 6 Dice, 20HP, value 900. It is 90% magic-resistant, of genius-level intelligence, and has such tremendously quick mental reflexes that it always gains the initiative in every combat round. It gets a single attack which will affect every creature within 60'. To attack, the *Thesaurus* will utter a single word. If any player states aloud the definition of the word, all who could understand the definition are safe. If none say the definition, or some do not hear it, each receives three points of damage and is stunned for the remainder of the round, forfeiting the chance to attack or take other action. The words the *Thesaurus* will use are (in order):

Epigram—a terse, witty, pointed statement;

Kith—friends, acquaintances;

Nostrum—a quack medicine;

Vacuity—emptiness (or inanity);

Kismet—fate, destiny;

Coalesce—to unite into a single body or group;

Avarice—greed for money;

Apropos—opportune (or relevant);

Dory—a small boat with high sides used for fishing;

Peeve—to become annoyed, an annoyance;

Stipple—to paint, draw or engrave in small dots.

The exact definition need not be given, just enough to convey the sense. If the *Thesaurus* runs through all of these words, it will mysteriously vanish (it can teleport.))

((Treasure is concealed inside some of the walnut shells. There are 20 shells. Twelve hold single black pearls worth 900 gp each.

One holds a false clue in the form of a paper which reads: "Search to the east." One holds a 600 gp ruby. Two hold slips of parchment inscribed with exploding runes (for 1-6 HP in a 5' radius). Two hold white powder which explodes upon contact with the air in a bright flash, causing blindness for 3 turns. Two are empty. Roll randomly for which shells are opened first, unless the players have a way of testing them.))

((Smashing the nuts open will destroy the pearls.))

There are bookshelves on the far wall.

((There is nothing of value in the books.))

Near the door is a cabinet.

((It is an illusion which can be seen but not touched; it does nothing.))

On each side of the cabinet are 3 carved wooden wall hangings.

((They are valued at 24 gp each.))

((Concealed behind one hanging is a hole 6 inches in diameter and 18 inches deep. There is nothing in the hole, but anything that is stuck into the hole will be cut off by a heavy guillotine blade which will work repeatedly.))

((One of the rugs is an expensive beaver skin, value 1,200 gp and it conceals a trap door (false). Pulling the ring on the false door releases a number of spiked balls from the ceiling, which will fall, missing the furniture, and have a 2 in 6 chance of hitting each player for 4HP.))

6. ((As the players walk down this corridor they will notice a bright light coming from somewhere up ahead.))

((As they turn the corner they will come upon a tremendous light, so bright that it is impossible to look at it. The purpose of this intense light is to disguise the secret door at "A". The light was created by the occupant of room A—one Co-Dacc, a being from another universe who was stranded here when his universal transporter apparatus had a part stolen from it by a demon. He has been here for 217 days, and each day he has cast a *Continual Light* spell on that spot; thus, a *Dispel Magic* or *Darkness* spell would only remove 1/217th of the light. The light definitely prevents any kind of visual detection of the secret door (including by a *Gem of Seeing*)).

((If the players pass the light at "A", select one of them at random until one fails to make a saving throw vs. magic at -3. Then take that player aside and read him or her the following:))

You suddenly feel that something is very wrong with you, as if part of your psyche is missing. Suddenly you hear a voice in your mind say that your soul-psyche has been stolen and placed in the Black Box of the Inverted Soul, and that the owner of the voice has only to open the box and let light in to destroy the soul-psyche. The voice says that you can regain your soul by proceeding down the corridor to a room and obtaining a small metal part that looks like the tip of a

dagger. You will say nothing of this to your friends if you wish your soul to survive.

((The *Black Box of the Inverted Soul* (value 3,900) is focused through a tiny hole in the secret door. It is operated by depressing a small lever. Instantly (unless the target makes a save versus magic at -3), part of the soul and psyche of the target (in the form of a tiny human replica) is sucked into the box, turned upside down and affixed to a wet sheet of paper at the inside rear of the box. Co-Dacc can communicate telepathically with the soul-psyche and the player. The player can function normally, except that he or she will not remember his/her name and will not recognize it if addressed. If Co-Dacc opens the box and lets light fall on the tiny human, it will be destroyed, resulting in a system shock check for the player. If the check is made, the character will be comatose for 10 turns, and if it is not made, he/she will also lose 2-8 points from both Intelligence and Wisdom. If the missing piece is brought back and slipped under the door, Co-Dacc will open the box in a dark area and pass out the paper in an envelope which the player must eat to regain his/her soul. Co-Dacc, the black box and the machine will then immediately disappear into another universe.

Co-Dacc is AC10, 2 dice, 10HP and has a magic resistance of 75%. He is value 300. The players cannot figure out how to repair the machine at all, even with the missing part. Co-Dacc also has a *Wand of Fear* with 20 charges (value 30).))

((If the players progress past "A", they will see the following at "B":))

Ahead there is a set of stairs leading down, and before it is a shadowy figure.

((The shadowy figure is a *Zombie*, AC8, 8HP, value 30. It is a normal *Zombie* except that it cannot be turned (It may be destroyed by a Cleric of 6th or higher level.). It has a small sack containing 3 *Potions of Gaseous Form* (value 0 if used, value 300 if saved) which are so labeled.))

((The stairs are 20' long, and if the players reach the bottom at landing "C", they will see some stairs up and will automatically trigger a pressure plate which will cause the entire stone ceiling above the stairs to lower quickly in an attempt to crush them. The ceiling matches exactly the configuration of the stairs, but the party will only notice this if they specifically say that they are examining the ceiling above the stairs. The ceiling will descend at such a rate that the players can only run out if they use any of the following spells: *Haste*, *Speed*, *Fly*, or one with a similar effect. There is time to *Teleport* or *Dimension Door*. There is also time to drink the potions of gaseous form, but this will result in all equipment of the player(s) being left behind. Anyone caught on the stairs or the landing will be killed, but equipment will not be destroyed. The ceiling will close fully in 2 segments.))

((At "D" is another bag with 3 more

Potions of Gaseous Form (value 0 if used, value 300 each if saved.))

7. ((Both doors to this room are as follows:))

You see before you a standard-size door which is extremely old, worn, cracked and discolored. Above the door is a message written in common. One of you reads it aloud for the others, and it says:

"Room of magical and wealthy treasures,
But you must act fast, or it won't be yours.
The money you get is yours forever,
The people I get are my only treasure."

((The door will not open unless this message is read aloud one more time. It cannot be broken down or magically opened. If the door is touched, the *Krackseam* will attack. The *Krackseam* is a leech-like creature which appears as a discolored seam or crack on the door. It is AC10, 5 dice, 24 HP, value 90. It is a perfect chameleon, and will not be noticed until it attaches itself to someone. When attached, it bites and drains blood at 3HP per turn.))

((When the door opens, it opens by itself, and the players will see:))

You see a room 40' square with a door in the opposite wall.

((There is an illusion covering the floor to make it seem that the floor is actually flat and level; in reality, there is a funnel-like depression in the center. *True seeing*, etc. will reveal the funnel, which slopes down 10' and ends in a black hole. There is a 3'-wide walkway around the funnel. The walls of the funnel are very slippery, and the first person to approach the center of the room will fall in and disappear into the hole in 1 round unless he is pulled out or a spell is cast. The hole in the center is a disintegration chamber and is 3' in diameter, but this is not obvious; it will seem as if things fall into the hole and drop out of sight. The illusion disappears only when a person falls into the funnel.))

((When the illusion disappears, the players will see:))

Five segments later, from a point on the wall of the funnel, a small sphere shoots out and starts spiraling toward the bottom of the funnel.

((The balls weigh 200gp each and are highly magical. They can't be stopped unless one is within 5' of them, even with a spell. It takes 12 segments for the first ball to reach the bottom and drop into the hole. When the first ball is caught or falls into the hole, another will come out. There are 10 balls, and each one takes one less segment of time to reach the bottom. Once a ball is caught, it is not possible to catch another ball using the same method. For example, someone sticks his foot in front of the first ball and stops it; following balls would be immune to that and would continue past, breaking the foot and causing 5HP.))

((The balls will emerge in this order: Copper, value 24gp; silver, value 45gp; electrum (silvery), value 105gp; gold, value 210gp; platinum, value 1,200gp; fool's gold of no value; a gray *Healing Stone* which



What does he see?

cures 2-12HP for one holder once per day, value 2,400; a ruby, value 3,000gp; a diamond, value 4,500gp; a green stone which explodes on contact with someone or something for 2-8HP. Each ball has a fine seam around it, and can be gently pulled apart to reveal a hollowed-out opening. The first ball is empty, but all others except the healing stone and the exploding stone have a small parchment inside which is a *True Clue* (value 1,200) and reads: "The key to life lies underground.))

8. You see a room which is 40' deep and 20' wide. There is an alcove at the far end along the right-side wall which is 10' deep and 20' wide. At every corner and positioned along the walls at 10' intervals at a height of 6, are fist-sized glass bulbs containing glowing objects.

((They are fire beetle glands in formaldehyde, value 300 each; there are 14 of them.))

Each casts an eerie red illumination.

((If one is broken, its light will go out.))

There is a 3'-wide table running the length of the left wall. There is much trash and broken glass on the table.

((A casual search will find 5 unbroken bottles; one has a pink antibiotic which will prevent the drinker from getting any disease for 48 hours (value 300); the second has a clear rubbing alcohol; the third has a yellow-white solution of sodium pentathol which will, if drunk, seem to feel as if it heals wounds, but does not and will cause the drinker to answer questions truthfully for 1 hour (value 300); the fourth has pale yellow nitroglycerin, save vs. poison if drunk, will explode for 3-18HP if jostled strongly (value 300); the last has thick, white sodium bicarbonate, which will give a +5 on any poison saving throw for 1 hour if drunk (value 30gp). None register as magic. None are labeled.))

Under the table is more trash and broken glass.

((This is all of no value.))

In the alcove is a small coal furnace. A bucket of coal sits at its side and a pair of forge tongs hangs at its other side. The furnace is cold.

((There is nothing in the ashes.))

The far wall from the door is lined with a huge bookcase.

((There are 432 books, or 108 per shelf; most deal with chemistry or pharmacy. A *Detect Magic* will reveal one that is magical. It is a *Tome of Clear Thought* of value 6,000.))

Seen immediately to the left of the door upon entering the room are 3 soiled lab coats hanging on pegs.

((In the left pocket of the center coat is an old rag with a green contact poison on it; Save versus poison at +1 or die in 4 segments.))

On the wall to the right of the door is a table with chair. A parchment lies on the table.

((It reads in common, "All beings are to immediately evacuate the Fortress. Any item of value which cannot be taken along must be destroyed.))

At the far end of the room, in front of the book shelves, stands a fountain. It appears to be flowing with a clear, fruity-smelling wine.

((One person, at random, will have an undeniable desire to taste it at least once, and any player that mentions that he would like to taste it will surely do so. It is richly refreshing and has an exhilarating flavor, and the drinker will have an overwhelming desire to drink again unless a save versus spell is made at -2. Dwarves do not gain their Constitution bonus on this save. If a player drinks a second time, he will also drink a third time unless he makes a normal save versus spell. After three drinks, the person will have no desire to drink further. Non-players (or players who are charmed, etc.) will drink 3 times and cannot be prevented from doing so, since all such beings are fascinated by the fountain. After one full turn, anyone who tasted the wine will begin to show signs of moderate intoxication: vision becomes blurred, speech slurred, and they stumble and attack at -2. After another full turn, anyone who drank twice becomes absolutely drunk. They sing and shout and rave, falling over themselves and fighting at -4. They have a 50% chance of failing to cast spells. After another full turn, anyone who drank three times will fall into a drunken stupor for 10 turns. (Treat this as 5 minutes of actual stopwatch time if the players wait for them to recover). There is no hangover. The wine will detect as magic, but not as a trap or poison, and it is not evil. *Neutralize Poison*, *Cure Wounds*, *Purify Food and Water* or *Remove Curse* (plus other high-level spells of similar nature) will remove the effects.))

((If the players find and enter the secret door, they will find a 5'-wide corridor. If they follow it and enter the next door, they will see:))

You see a room of 15'x15'. At each corner is another glowing bulb. In the far left corner is a bed.

((In the mattress is a 300gp gem.))

Between the bed and the door is a small table with a wash basin on it. Under the table is a cask of water. A dresser sits against the

center of the far wall. On top of the dresser is a small silver mirror (value 30gp).

((The drawers contain clothing and food.))

In the far right-hand corner of the room is a desk and a wooden chair.

((Inside the desk are paper, quills, a small vial filled with black powder (dried ink), 3 empty bottles, a balance scale, measuring beakers, and old clothes. Taped to the back of the center drawer are the *Three Body Bands of Talfelon* (see below).))

On the bed is a horrid creature. It has a stubby, rectangular body 4' long and 2' wide. It is 1½' tall. It has two 4'-long "feelers" projecting from its front and dozens of short legs.

((This is an *Electric Crawler*. It is AC -2, 4 dice, 20HP, value 900. It feeds off light and heat energy (including magical emanations). There is a 10% chance per "+" (or a 1% chance per charge) that it will absorb the magic from any magic item which strikes it or it touches. It can do this only once per day, and it is not selective about it.))

((When it is attacking, it hits for 1-10 pts. of electrical damage; if it misses, add 5 to the "to hit" roll for the next attempt and if a hit results with the new number, it arcs an electric charge from itself to a target for 1-8HP. Each time an opponent is hit, he must save vs. paralyzation or be stunned for one round from electrical shock. An arc will only occur if the person is carrying metal of at least the mass of a dagger. The Electric Crawler is 75% resistant to magic except for the following: *Polymorph* adds 5HP for 1 day; *Lightning Bolt* increases hit points to 36; *Disintegrate* has no save or resistance, it always works; *Charm* always works, but each turn there is a 25% chance that it will absorb the magic from one of its master's magic items. The beast has 360-degree radar and can communicate telepathically, but understands only the tongue of Lizard Men.))

((The *Body Bands of Talfelon*, value 3,000: These are three small, leather bands, one of which is obviously to be worn as a collar, and the other two as wristbands. A keen eye will detect many undecipherable marks and runes and a faint metallic trim. The bands cannot be cut or marked in any way. If a Fighter-class or Magic-User-class player puts on the bands, he will immediately lose 1 experience level and take 1-12HP. If a Cleric-class player puts them on, he will lose 2 levels and 1-10HP. If a Thief or Monk (or a multi-class player who is part Thief) puts the bands on, they will fit perfectly and become nonremovable. Damage sustained by the other classes will occur each day until the bands are removed. A Thief or Monk wearing the body bands will have his Dexterity increased to 18, with the appropriate increase in thieving abilities, and gains the advantage of using the matrix for Fighters when attempting to hit in combat. There are other special abilities. If the Thief or Monk rubs the right arm band, he will, for the next 10 turns, be 75% magic resistant (rubbing can only be

done once per day and only takes effect after 1-4 rounds). If the left arm band is rubbed the Thief or Monk will, for 10 turns, be automatically successful at any of the thieving abilities (rubbing can only be done once per day, and only takes effect after 1-4 rounds). If he rubs the neck band, for the next 10 turns an invisible aura is in existence around the wearer and acts as a *Cloak of Protection* +3 (he can only be detected by a gem of seeing, etc; this can only be formed once per day and takes effect only after 1-4 rounds). If he rubs the two armbands together, he will be shielded, for the next 10 turns, from magic as with a 60% resistance and as a cloak of protection +2. Activating this shield causes the wearer to take 5HP of damage; this can be done as often as desired by the wearer and takes effect immediately. Activating any function of the bands will cancel any previously activated function (if still active) immediately. The band can be removed only after the death of the Thief or Monk.))

((Taped to the back of the right-hand drawer is the following *True Clue*, value 1,200: "Seek the mazes for the key to life.")

9. ((Caution: *The Players are in a Transparent Maze*: All interior walls are invisible, making it appear to the players that they are in a large open area. They will be able to see all of the possible encounters in the area since the room is brightly lighted, but the walls distort distance, so do not give them numbers.))

You see a well lit, large open area extending forward and then dog-legging to the right. At the far end of the dog-leg, you see a single door. There are a number of things in the area which you can see.

((No mark can be made on the walls, and nothing will adhere to them. The players and monsters can see each other, and the monsters will charge on a straight line when the players get within 30', even if there is a wall in

the way. Monsters will return to the original location if they run into a wall (even they don't know where the walls are).))

((The players see the following:))

((At "A":))

Ahead and slightly to the left is a *Cave Bear*.

((It is AC6, 6 dice, 30HP, attacks 3 times for 1-8/1-8/1-12, value 600.))

Next to the bear is a chest.

((This contains 6,000ep and has been trapped with the spell "*Oberon's Faerie Fire*." This spell, when the chest is opened, will bask all objects within 1" in a permanent orange faerie fire. Thus, the person who opened the chest will forever glow in the dark (and so will anyone else who was nearby). The spell can only be removed by a *Dispel Magic*, *Limited Wish*, *Alter Reality* or *Remove Curse*, or by washing with a strong acid (10HP).))

((At "B":))

Ahead and slightly to the right you see a troll.

((It is AC4, 7 dice, 35HP, attacks 3 times for 2-5/2-5/2-8, value 750. It has a leather bag containing 1,200gp and one 600gp gem.))

((At "C":))

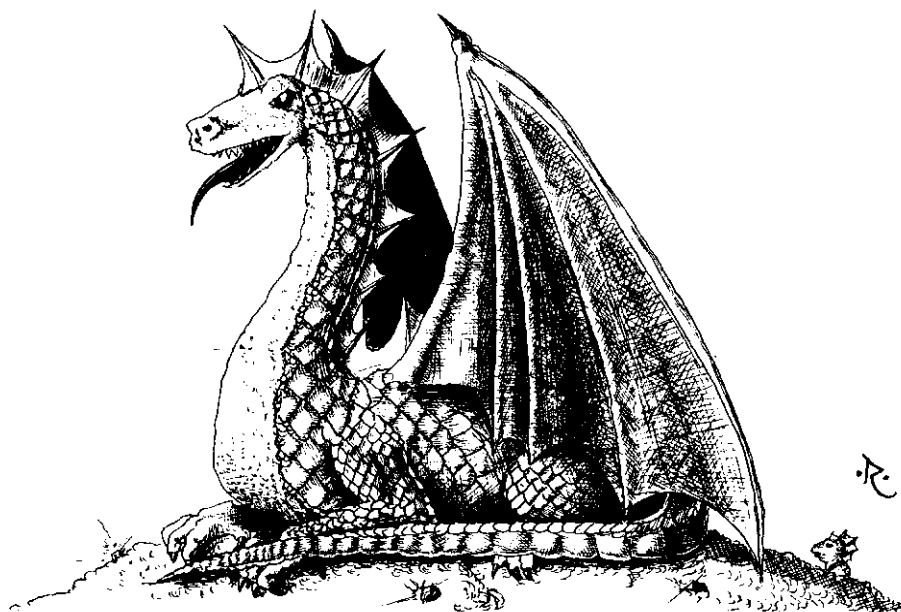
Near the wall on the right and some distance from the front wall is a small, hunch-backed man.

((He is lost, has no value, AC10, 1 HP, and cannot attack. If led from the maze, he will give the players the following *True Clue* (value 1,200) which he has committed to memory: "The key to life is north of the woods." He knows nothing else of this area of the rock of ages.))

((At "D":))

Beyond the Troll you see a Green Dragon sitting on a pile of treasure.

((It is AC2, 7 dice, 28HP, value 2,100. It (Turn to page M11)



The dragon is awesome, but so is its treasure.

Information for the DM's Eyes Only!

The Second Official Invitational AD&D Masters Tournament is written up and presented in a way which makes it easy for the DM to reveal the details of the dungeon to players as they make their way through it.

In the text, all material inside double parentheses and printed in black is not meant to be revealed to the players until they actually begin or resolve an encounter. Material not inside the double parentheses, printed in red, should be read aloud to players when they are in the section of the dungeon to which the text applies. This system spells out exactly what the players are entitled to know, and separates that from information which they must discover through intelligence and ingenuity.

The scoring system used in the Second Official Invitational AD&D Masters Tournament was complex and very demanding of the judges who oversaw the action. Objective points were awarded to a player or team at the completion or achievement of a certain action or goal. Subjective points were awarded at the discretion of the judges, when the judges determined that the requirements for a player or players obtaining those points had been fulfilled. In the Masters Tournament, there were two judges for each team's excursion, and both judges were permitted to award subjective points (without the other's knowledge) if they both ruled that such points were deserved. Objective points were only tabulated once, and were kept track of by one of the two judges.

Points for a certain accomplishment may be shared by all the players who contributed to that accomplishment, or they may be awarded to an individual who achieves a certain goal.

Points were scored as follows:

Objective points, Individual:

+10,000—Choosing correct location of Rock of Ages (only if individual is alive or

resurrectable at end of adventure).

+1,200—Finding a True Clue.

For slaying monsters, points are awarded as per the values listed for those monsters along with their descriptions in the text.

-1 per hit point—Deducted for unhealed damage to a player at the end of the adventure.

-50—Deducted for death of player (each occasion).

-100—Deducted for player who is dead but resurrectable at end of adventure.

-1,000—Deducted for player who is dead and not resurrectable at end of adventure.

-10—Deducted for death of teammate (each occasion).

-50—Deducted for each teammate dead but resurrectable at end of adventure.

-1,000—Deducted for each teammate dead and not resurrectable at end of adventure.

Objective points, Shared:

+12,000—Gaining possession of Rock of Ages (even without knowing what it is).

For gaining possession of magic items, points are awarded as per the values listed for those items along with their descriptions in the text.

Subjective points, Individual:

For determining the correct use of a magic item, a player receives points equal to its value as listed in the text.

-1,000—Deducted for causing the death of a teammate by stupidity.

-500—Deducted for causing the death of a teammate by accident.

-2,000—Deducted for purposely causing the death of a teammate.

-1 to -10—Deducted on each occasion when a player demonstrates stupidity, slowness, or other undesirable qualities.

+1 to +10—Added on each occasion

when a player demonstrates quick, smart or decisive action.

Players who die are still eligible for their portion of Shared points, and can still incur a penalty in points for the death of other teammates. No points are awarded for finding false clues.

Other points of information for DMs are as follows:

There is no surprise during the adventure. Do not read directions as "north-south" for players; use "left" and "right" instead.

Players must enter a room or area before they will be able to see what it contains, unless they cast some kind of light spell. Even the most powerful torch or lantern will only allow them to see living creatures as shadows. Similarly, in corridors the players will not see doors or other features until they are upon them, because of the effect of shadows. Even infravision will not change this.

All intrinsic magic in the area (such as held doors) was placed by the equivalent of an 18th-level Magic-User.

There are no wandering monsters.

Spell-casting characters may prepare such things as a *Continual Light* wand by selecting a *Continual Light* spell for the adventure and using it on a stick. Other such combinations are possible, but must be made using spells selected for the adventure; none of these types of things can have been prepared "on the previous day." A Magic-User may select a *Find Familiar* spell if he wishes a familiar, but the normal procedure must be used to see if he actually obtains one.

The DM must be able to see any dice rolls made by the players. All damage rolls should be made by the DM in any case. Players may be permitted to roll for initiative, to hit and saving throws.

Players do not score points for treasure or magic items used up, destroyed or discarded before the end of the adventure.

Here's What the Masters Had to Start With

People who played in the Second Official Invitational AD&D Masters Tournament at GenCon XII were grouped in three-member teams for their trip through the dungeon. Each team was allowed to pick three player-characters from a list of 14 characters, and each team had three hours of real time to adventure.

Any Dungeon Master who wants to run a group of players through the Masters Tournament module can, of course, alter any of the preconditions as he or she sees fit. This information is presented for those who might want to pattern their adventure along the same lines, and for those who are interested in knowing the details of how the tournament was set up.

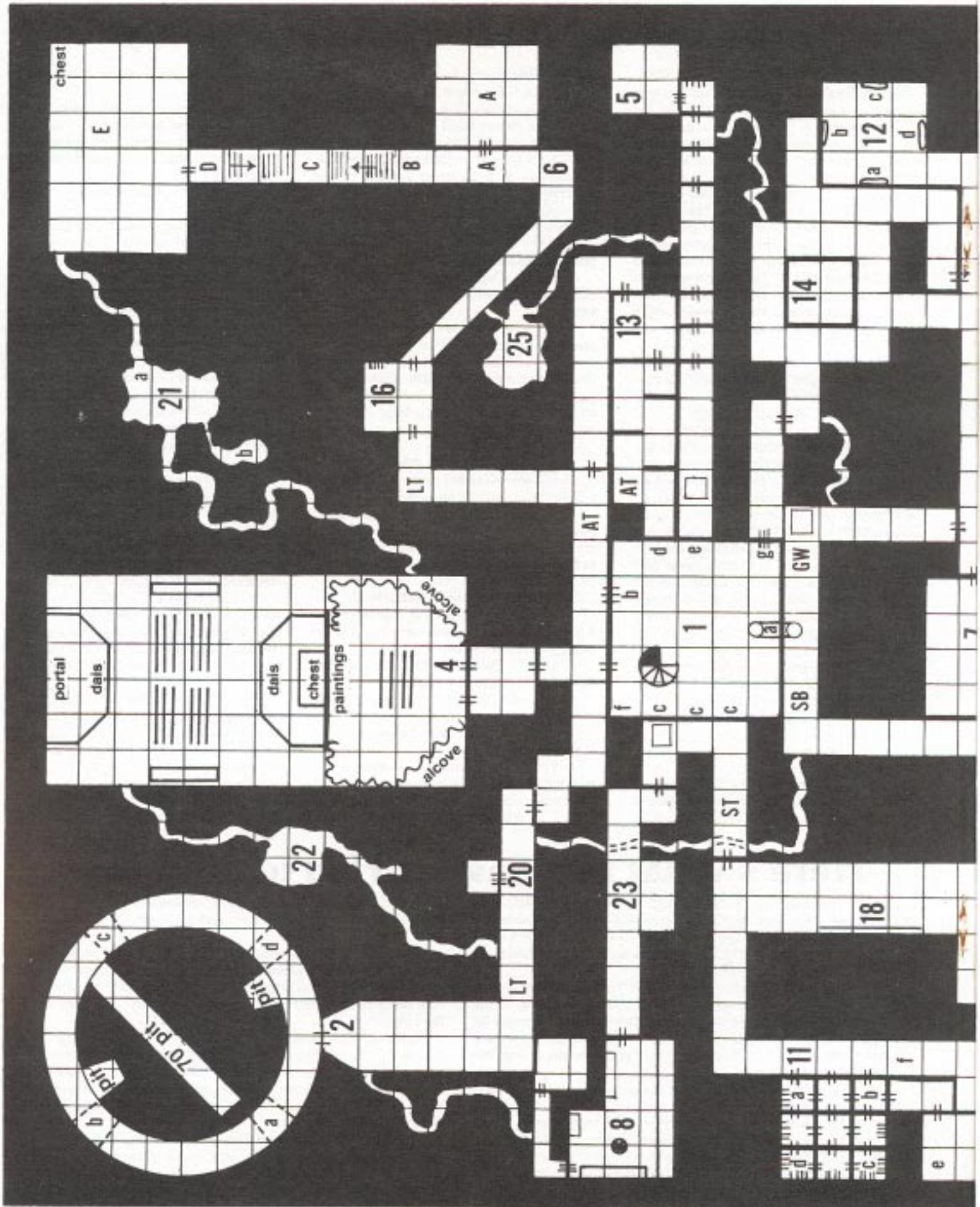
The only information available to the players before they made their character selections was the class, race and level of each of the 14 available characters. They were as follows: 8th-level human Cleric, 10th-level human Druid, 8th-level human Fighter, 7th-level human Paladin, 7th-level human Ranger, 9th-level human Magic-User, 8th-level human Illusionist, 9th-level human Thief, 8th-level human Assassin, 7th-level human Monk, an elfen 6th-level Fighter/7th-level Mag-

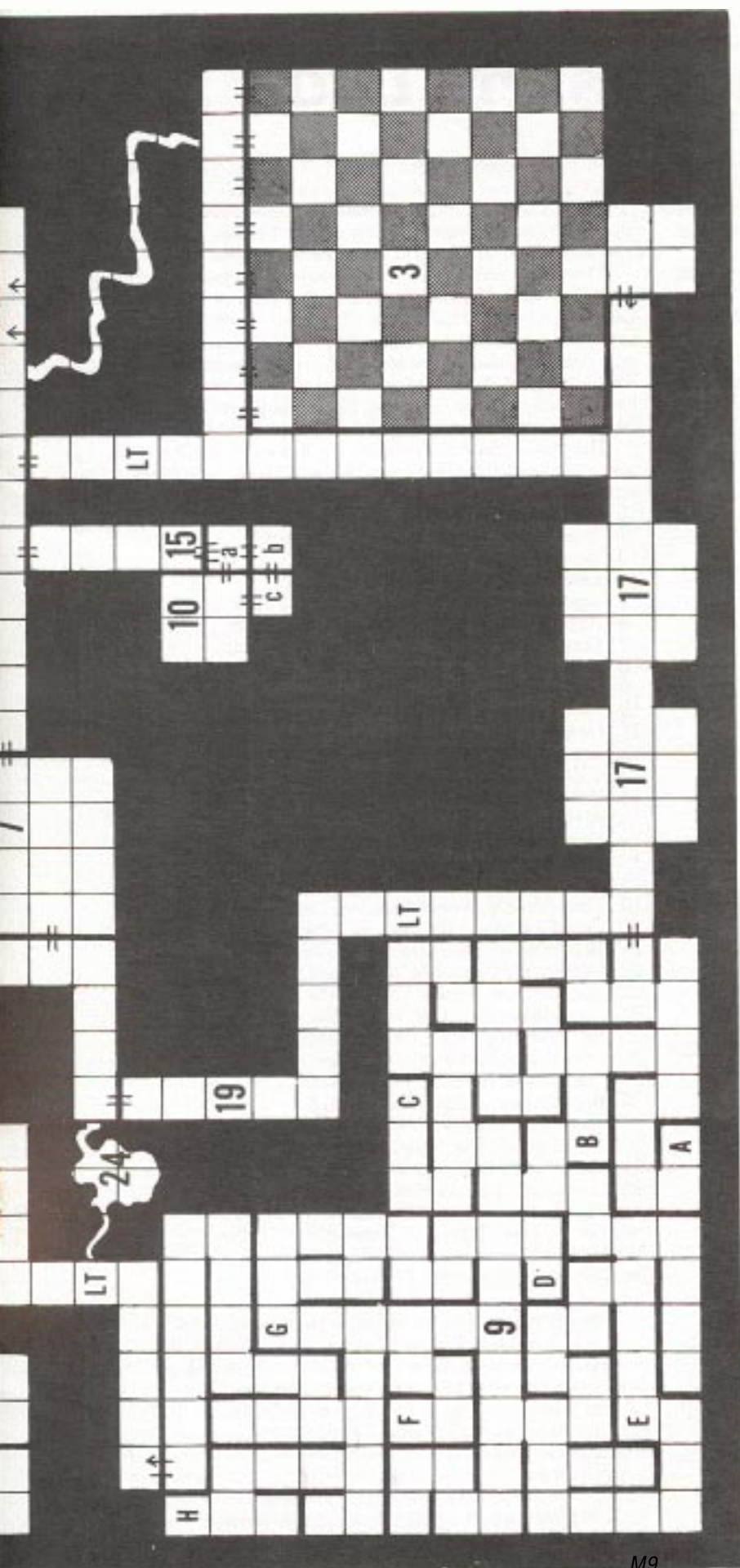
ic-User, a dwarven 6th-level Fighter/7th-level Thief, a half-elfen 7th-level Magic-User/5th-level Cleric, and a half-orc 4th-level Cleric/6th-level Thief.

Each character was allowed to begin the adventure with certain basic equipment, and players were permitted to add to that equipment anything which is listed in the *Players Handbook* on the equipment list. Any requests for special equipment were handled at the discretion of the judge.

Spell-casting characters selected their own spells. Each player also received a "shopping list" of magic items (not reproduced herein), and each player was given 100 "points" to spend on items from that list. Players on the same team were allowed to pool their points or transfer them freely from one character to another before making their selections of items.

The three-hour time limit included all the time necessary for each team to set up their characters, so it was important for each team to outfit its members and record their possessions as quickly as possible, leaving as much time as they could for actual adventuring.





Map Legend

++ Resisting door
 +++ Secret door
 +++ False door
 +++ One-way door
 Pit, 10' deep

AT Arrow trap (6 arrows for 1-6 and 3 hp each)

ST Spear trap (1 spear, automatic hit for 5 hp)
SB Scything blade (2 in 6 per person for 6 hp)
GW Gust of wind, blowing out all torches
LT Leomund's Trap, no saving throw



Spiral staircase



Area underneath main level of floor



Rat tunnel: all rat tunnels are 3' high and 4' across, allowing passage to only one person at a time, if that person crawls on hands and knees.

How the Masters Did

Robin Hostetter of Augusta, Ga. was perched atop the standings when the search for the Rock of Ages ended at GenCon XII on Aug. 19, 1979. As the top individual finisher in the Second Official Advanced Dungeons & Dragons Masters Tournament, he received a trophy cup from TSR Hobbies, Inc., which sponsored the tournament.

Robin was one of 36 players in "Masters II," 24 of whom had not played in the First Invitational. New players took 10 of the first 13 places in the second tournament, indicating that as AD&D becomes more popular, the number of players of "master" ability increases.

John Baillie of Nottingham, England, and Brian Price of Greendale, Wis., received plaques for placing second and third, respectively. Lawrence Schick, a member of the TSR Hobbies Design Department and another first-time player, finished fourth. He was the leading player of Team 11, which won the award for most effective team. The team

also included Ralph Williams of TSR Hobbies and The Dragon's own Gary (Jake) Jaquet, who placed sixth and seventh.

The highest finisher among those who also played in "Masters I" was Jim Ward of Prairie du Chien, Wis. He was 13th in the first tournament and moved up to fifth in the second one.

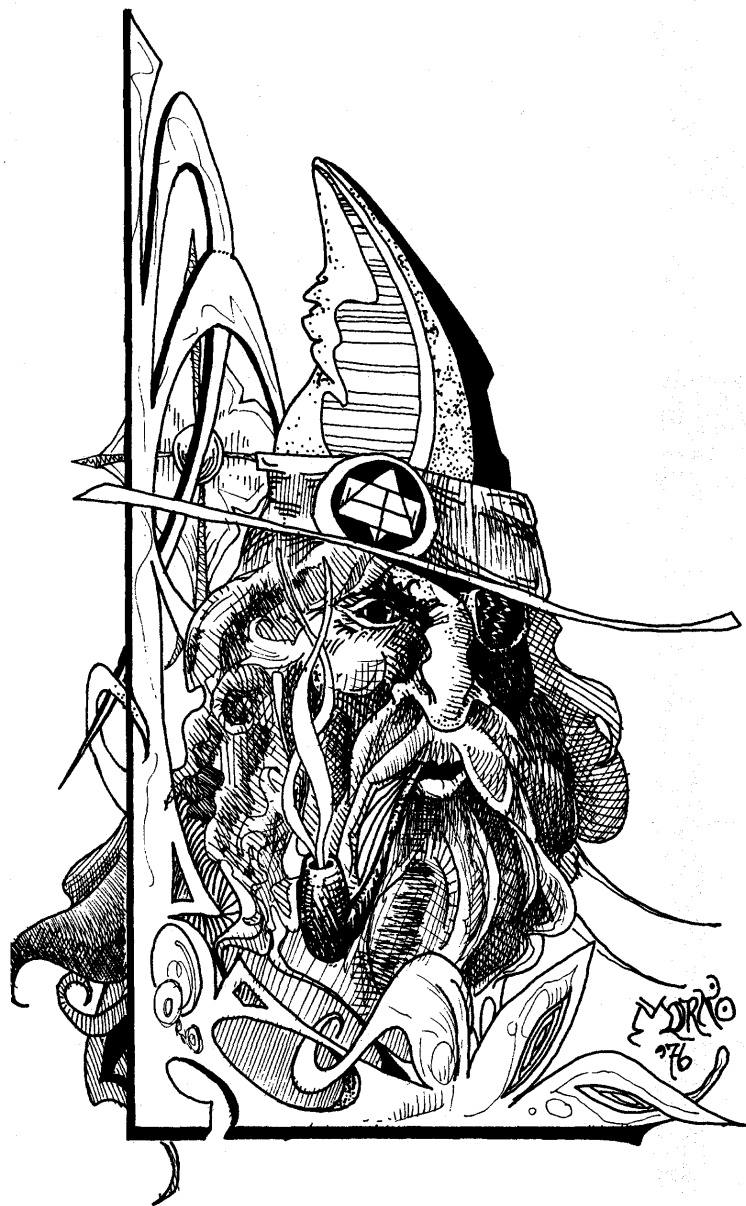
The top five finishers from the first tournament found out that fame in AD&D, as in life, can be fleeting. The team of Bob Blake, Len Lakofka and Mark Mulkins was dispatched shortly after starting its adventure, and the three of them finished at the bottom of the standings. Amazingly, those three players placed *first*, *second* and *fifth* in the first tournament. John Harshman and Loren Wiseman, both carrying the standard of Game Designers' Workshop, plummeted to 18th and 24th respectively after placing third and fourth in the first tournament.

The order of finish in the Second Invitational is as follows. Persons who also played in the First Invitational are indicated with their placings in parentheses.

1. Robin Hostetter, Augusta, GA, Team 5
2. John Baillie, Nottingham, England, Team 4
3. Brian Price, Greendale, WI, Team 12
4. Lawrence Schick, TSR Hobbies, Team 11
5. Jim Ward, Prairie du Chien, WI, Team 3 (13th)
6. Ralph Williams, TSR Hobbies, Team 11 (11th)
7. Gary Jaquet, TSR Periodicals, Team 11 (15th)
8. Kathy Bullinger, Morgantown, WV, Team 9
9. Rob Kuntz, TSR Hobbies, Team 9
10. Herb Petersen, West Allis, WI, Team 5
11. Gary Peyre-Ferry, Media, PA, Team 9
12. Charles Sagui, Boaz, KY, Team 10
13. J. Eric Holmes, Los Angeles, CA, Team 7
14. Will Niebling, TSR Hobbies, Team 7 (12th)
15. Al Hammack, TSR Hobbies, Team 3 (tie for 8th)
16. Gary Gyax, TSR Hobbies, Team 7 (10th)
17. Troy Conner, Rockville, MD, Team 5
18. John Harshman, GDW, Team 3 (3rd)
19. Tony Appleby, Woodbridge, VA, Team 1
20. Greg Rihn, Wisconsin Dells, WI, Team 1
21. Rob Pritschet, Minneapolis, MN, Team 1
22. Bob Stiegel, Greendale, WI, Team 4 (tie for 8th)
23. Joe Jungbluth, Sussex, WI, Team 12
24. Loren Wiseman, GDW, Team 4 (4th)
25. Steve Kingsley, Northport, NY, Team 12
26. Dave Griggs, Fort Worth, TX, Team 2
27. Tom Towns, Baytown, TX, Team 10
28. Bob Bledsaw, Judges Guild, Team 2
29. John Muse, Roanoke, VA, Team 10
30. Tom Zarbock, San Juan Capistrano, CA, Team 2
31. Jamie Smith, Roanoke, VA, Team 6
32. Steve Zagieboylo, Norfolk, MA, Team 6
33. Mike Pautler, Ashton, MO, Team 6
34. Len Lakofka, Chicago, IL, Team 8 (2nd)
35. Mark Mulkins, Kenosha, WI, Team 8 (5th)
36. Bob Blake, Valparaiso, IN, Team 8 (1st)

Other persons who were invited to play but were unable to do so included David Frick, Conrad Froehlich, Henry Veldenz, Bruce Stewart, Steve Bradcovich, Gary Norton, Mike Mayeau, Roger Lawter, Abraham Stone and *The Dragon's* editor, Tim Kask.

The tournament was designed by Brian Blume of TSR Hobbies, who also acted as head referee. The dungeon was constructed from rooms, or parts of rooms, submitted to Brian by those who were invited to play in the tournament. Acting as referees for the tournament were Tom Wham, Dave Sutherland and Kevin Blume. Playtesters, also from the TSR Hobbies staff, included Mike Carr, Jeff Leason, Harold Johnson, Jean Wells, Dave Cook and Erol Otus.



DOOMKEEP

(Continued from page M6)

has 6,000cp, 2,000sp, 600pp, 6x100gp gems.)

((At "E":))

Straight ahead, beyond the Cave Bear and the Troll, is a 5'-tall humanoid. It is hairless, but has a thick orange skin. There is a red patch on the head.

((This is a *Magicker*. AC4, 5 Dice, 24HP, value 3,000. It has a 95% magic resistance, saves as a level-5 fighter +6, and damage is half or none. It can "catch" spells and "solidify" them. For instance, a fireball becomes a small red globe. These are tucked into a sack and may be cast at an opponent with the same effect as the original spell. This Magicker has in his bag the following spells which he will use in this order, if it is favorable for him to cast them: *Magic Missile* (in the form of a small arrow), *Web* (a wad of thread), *Hold Person* (a silver ball), *Sleep* (cotton), and *Magic Missile* (a small arrow). He will automatically catch and throw back anything which he resists or saves against which the players have thrown at him. In melee (within 10'), the Magicker attacks twice for 1-10/1-10. If both attacks hit the same person, all magic items carried by that person permanently lose their magic. A Magicker may not be struck by any kind of magic weapon. Normal weapons hit normally, silver weapons do +3 damage, and wooden weapons (such as a staff) hit at +2. If the players gain the sack, they may use the spells therein (do not name them, just describe their "solid" appearance).))

((At "F":))

To the right of that creature is a group of 6 Troglydyes.

((They are AC5, 2 Dice, 7HP each, value 45 each, attack once for 1-8. The leader has the fabled *Key of Danok*, value 2,400. It is made of brass and looks like an ordinary skeleton key. When the key is placed in any non-magical lock, it will fit perfectly and work such a lock on the first try 100% of the time. If the lock mechanism has a physical trap, however, the key will fail to turn. If the lock is magical (as a "held" door) or magically trapped, the key will glow a pale green and will negate such locking spells at a chance of 100% minus 3% per level of the spell caster (e.g., 97% to open if the spell was placed by a 1st-level spell caster.). If the key does not negate the spell, it will refuse to turn.))

((At "G":))

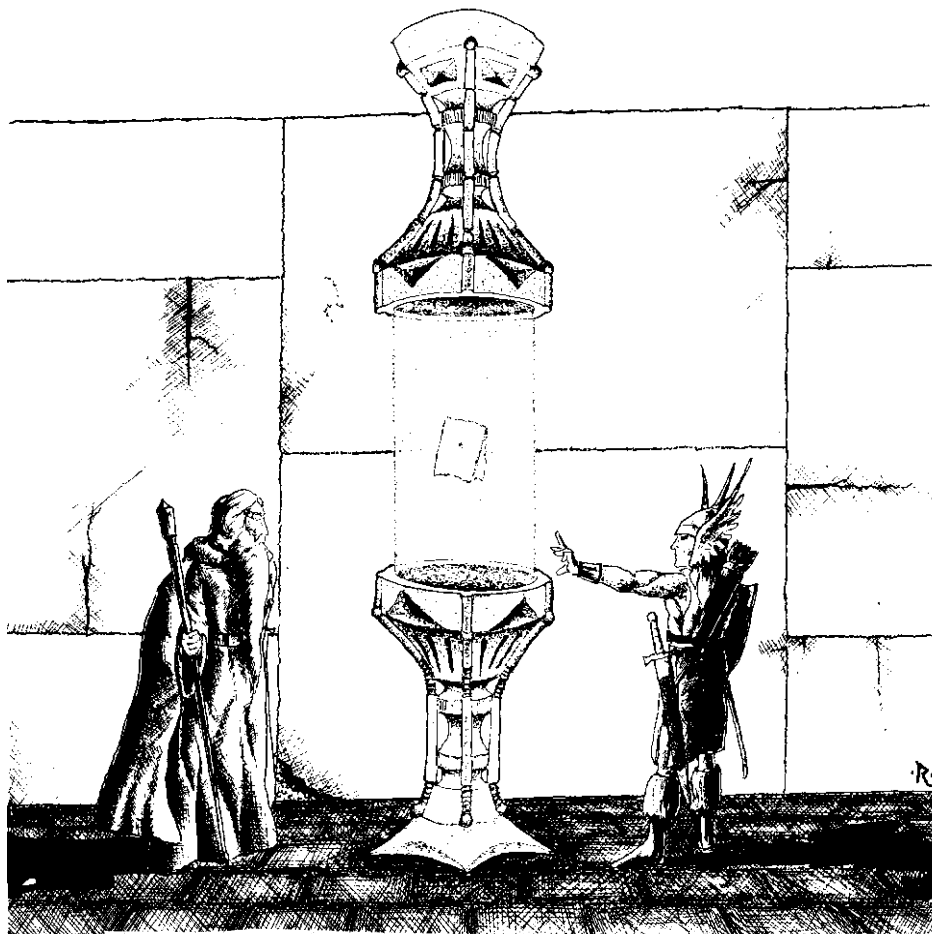
Around the dog-leg some distance away is a Hellhound.

((It is AC4, 6 Dice, 32HP, value 450.))

((At "H":))

Near the far door is a large, lava-like stone.

((This is a *Magic Sponge*. It is very porous and will sop up the magic of any enchanted item that comes within 20' (it will not work through the walls). It will also make spell casters feel nauseous. It can be easily set



The parchment floats, but can it be retrieved?

afire with oil and burned to destroy it. When it is feeding, it will glow and quiver. It is very light. If a magic item gets within 10', the sponge will be drawn to the item like a filing to a magnet. When contact with an item is made, it takes the sponge one melee round per "+" (or per 20 charges) to completely drain an item. It can partially drain an item. The sponge can only be pulled off an item which is still magical by a person with 18 strength. The sponge will seek the most powerful magic item if more than one is within 10'.))

10. You are inside a room which is 20'x20'. There are two doors. In the center of the room is a pedestal, intricately carved, which is about 5' high and 3' in diameter at the top. From the top, a beam of blue light rises to the ceiling and enters a similarly carved fixture. Suspended in the blue beam is a folded piece of parchment, apparently floating with no support.

((Anything touching the beam (with one exception) will disintegrate. The entire affair is closely surrounded by an anti-magic field. The pedestal is immovable and unbreakable. The only way to get the parchment out is to reach in with a naked arm (a sleeve or armor will disintegrate with no damage to wearer), grasp the parchment and pull it out. On the parchment is a false clue which reads: "Seek the sands of time."))

((Anyone figuring out how to get the parchment out gets 600 points for cleverness.))

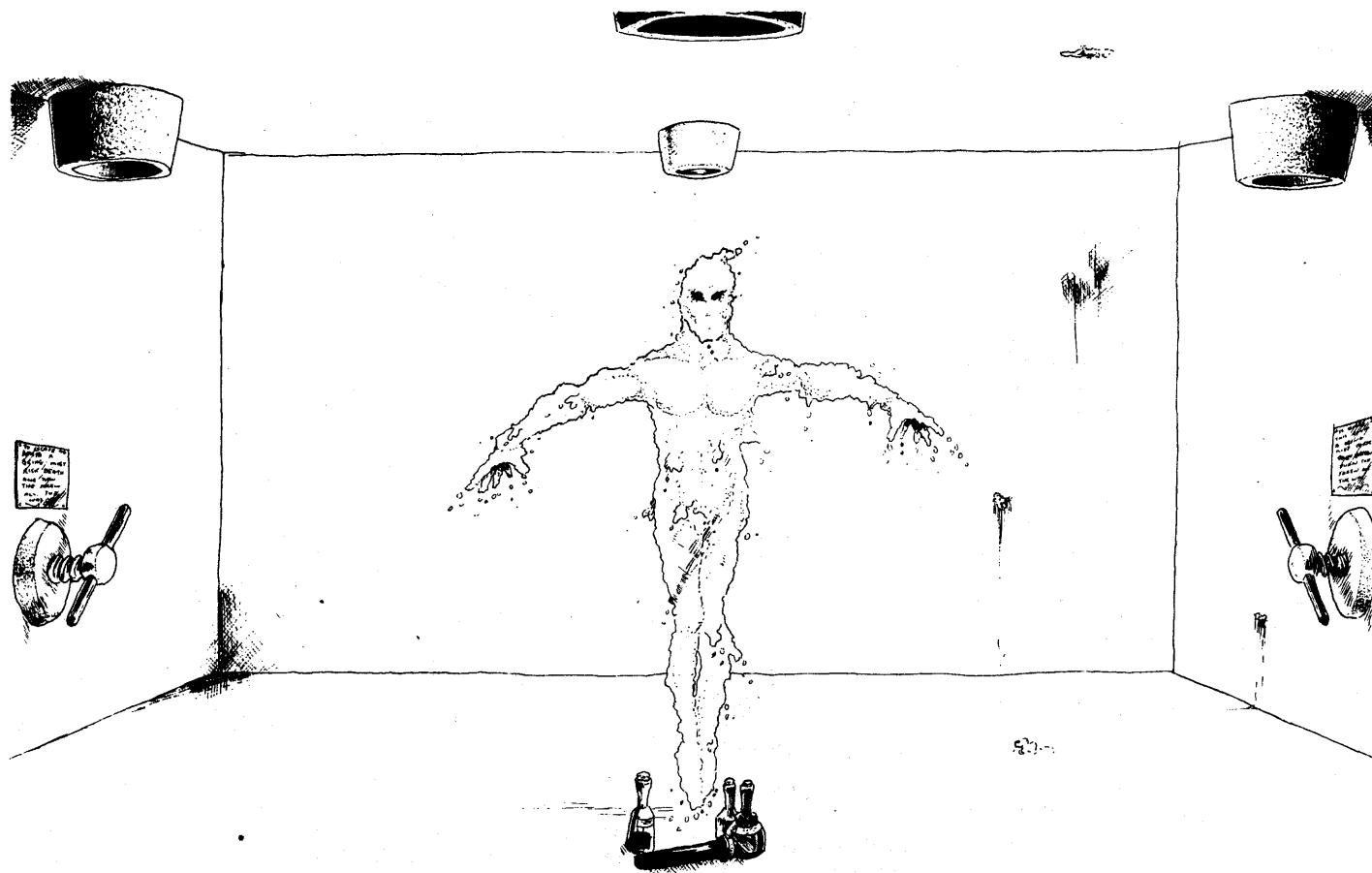
11. ((As the party reaches the doors, they will see:))

There are three doors on your right, and you can see a very large Black Pudding (f) up ahead.

((The Black Pudding is AC6, 10 dice, 60HP, value 1,800. It will chase the players when it can. It will advance to the door of any room which the players appear in. The room complex has four teleporters: "a", "b", "c", "d". "a" teleports to "c", "b" to "d", "c" to "a", and "d" to "b" whenever one of those rooms is entered. The doors to the rooms automatically slam shut and remain closed for one round in all rooms. "e" is the treasure room; in it, the players will see:))

You see a 20'x20' room. In it is a 2'-tall, man-shaped creature with a wet, black appearance.

((This is a *Tar Baby* or *Asphalt Kobold*, AC10, 5 dice, 40HP, value 600. It is made of a sticky bitumen, and any object which hits it will cause half of its normal damage only (except magical attack) and will stay stuck to it for 1-10 melee rounds (a character with Strength of 16 or more can halve the time he or an object is stuck). The Tar Baby, if it hits, will wrap itself around the target and immobilize him by sticking various parts of itself to



A monster and a chamber designed to take your breath away.

the floor (its feet are covered with sand to allow it to walk). The victim will be smothered in 2-4 rounds unless the Tar Baby is killed and scraped away from his face. If the Tar Baby is set on fire, it will burn wildly and will hurl itself at the nearest opponent, a hit causing 2-12HP.)

((In the room, scattered on the floor, are several items. There is a tube, requiring *Read Magic* to open, which gives false directions leading out of the maze ("wing it" to lead the players in circles). There is also a thick blue and gold colored tube with a point on the end; actually a *Wizard Pen*, value 4,500. It works as a normal pen, except that if the user writes the words "I desire . . ." the pen will grant the wish. The pen has 100 charges. When a wish is granted, a number from 1-100 is rolled and that is the number of charges used for that wish. When the charges needed exceed the charges remaining, one wish will be prorated.))

((There is a third tube which opens easily and has a *True Clue*, value 1,200, which reads, "The key to life is to the east."))

12. ((The players step into the chamber and see:))

You see a chamber which is 30x30'. Each of the 4 walls has a huge screw partially imbedded in it, and there is a spout on the

ceiling above each screw. Written on a plate above each screw is the following message: "To leave this room, a being must risk death and turn the screw all the way."

((As the players enter the room, two sliding walls (at the arrows back down the corridor) close off the passage and will not open.))

You also see a floating form in the chamber which gives off a continual emanation of light and energy.

((This is an *Aura Energy Monster*, value 600. It is AC10, 3 Dice, 10HP. When attacked, it reacts as if in pain, but it is actually absorbing the energy of the attack. On the next round, it will return the energy in the form of flames, striking at any one creature with a +5. This creature can only be harmed by cold attacks. It is insubstantial, and cannot harm those who do not attack it.))

The monster is resting above an opaque vial.

((In the vial is a piece of paper containing a *True Clue*, value 1,200, and a 1,200gp emerald. The clue reads: "The key to life is to the west."))

Also under the monster are three bottles.

((They are labeled "potion of cure light wounds." These are actually potions of cure "light" wounds (value 600 if saved); they

cure normally, but have the side effect of causing the drinker to glow in the dark for 1 full day. This effect can be removed by a *Remove Curse*, *Limited Wish*, *Dispel Magic* (which also removes the healing effects gained), or any similar spell.))

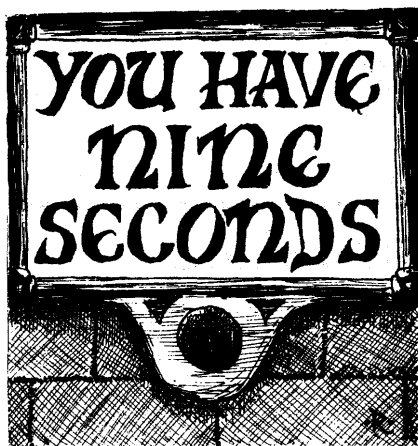
((Turning screw "a" even the slightest amount will cause a flow of fool's gold to enter by the faucet above it. The screw cannot be turned back. The room will fill in 4 hours with a slight opening of the screw, and in 1 hour with a maximum opening. Screw "d" lets sand into the room at the same rate and cannot be turned back once started. Screw "c" lets in a crude oil at the same rate and cannot be turned back, torches will ignite the oil if care is not taken, and the fire will fry the entire group. Screw "b" lets in water at the same rate, but this screw can be turned back; this screw will only allow the room to fill with water to one-fourth full, though (this will take only 4 minutes if all 4 screws are turned on at full blast), and then screw "b" will automatically swing out of the room, revealing a passage behind it which provides the means of escape.))

13. ((When the players enter, they will see:))

You see a 20'x20' room with a single door on the far wall. In the room is a pile of

platinum-appearing pieces. On the right wall is a strange-looking sign with a huge red button underneath it. The sign reads: "You have TEN seconds."

((The doors to the room automatically lock when the players enter the room. As the players watch, the sign mystically changes to read, "You have NINE seconds," and continues to count down. Count down the sign slowly for the players. Pressing the red button resets the sign to "TEN" and begins the countdown over. If the sign ever reaches "ZERO," the doors unlock and can be opened normally.))



((The pile of platinum is 600pp; it also contains 6 *Coin Ticks*, value 0. They are AC2, 1HP, and are about the same size and have the same color as the platinum pieces. If a coin tick is casually scooped up with treasure or picked up, it is indistinguishable from a normal coin. It will not register as a trap or as magic. It has a 5% magic resistance. If any coins are casually inspected, there is a 1% chance per coin inspected that one will be a Coin Tick. If a Coin Tick is inspected, it will be immediately seen that it has a slight bulge on top and 6 legs and a tiny head on the bottom. For each player who handles or scoops up any of the platinum, there is a 50% chance that a Coin Tick will come into contact with his skin, and if that occurs, the Coin Tick will secrete a sticky gel that will pass into the skin unnoticed in 1 round. This gel will infest the body, and the body will begin to feel stiff in 1 turn if a save vs. paralysis is not made. Also, Dexterity will decrease at the rate of 1 per turn unless the save is made, until Dexterity reaches "0" and total paralysis sets in. Dexterity loss will be noticeable as soon as it first occurs. *Neutralize Poison*, *Cure Disease*, *Heal*, or *Cure Serious Wounds* (which does not give back any HP in this case) will divest the character of the poison. *Cure Light Wounds* will get rid of the poison 60% of the time or will give back 1-8 points of dexterity. Once a figure is paralyzed, the ticks will burrow into the body and lay eggs, which, when they hatch, will consume the body. The tick's gel will also penetrate cloth or hemp, but not leather or any kind of metal.))

((Under the pile of platinum is a tube (opens easily) which contains a paper with a *True Clue* value 1,200, which reads: "The key to life lies in the south."))

14. ((The players are in a corridor which goes completely around this room. There are no normal entrances to the room. On the walls around the concealed room are the words "TREASURE ROOM" in fifty different languages. The only way to get into the room is to say out loud "Goodbye", "Farewell", "Au Revoir" or some other such word or phrase. The only way to get out of the room is to say "Hello", "Hail" or some other greeting. *Passwall*, *Teleport*, etc. will also work to get into or out of the room.))

((Once inside the room, the players will see:))

You are inside a 20'x20' room with no apparent exits. The room is empty except for some litter and a small, cube-shaped stone stool, very smooth and very worn. It is about 2' on a side.

((This stone is the fabled *Rock of Ages*, value 12,000 (but no bonus for determining what it is). The rock renders the owner immune to disease, curses and poison. The owner will never age. The owner's Constitution and Strength will go to the maximum possible. The rock is covered with a microscopic bacteria which will interact with a person's perspiration and form an incredibly potent glue. This will cause anything the person touches to stick to his hands, and only a person with greater than 18 Strength can pull them off (roll % dice for the strength % score over 18). The only way to remove the bacteria is with a *Cure Disease* (the rock won't help for this one, though), a *Limited Wish*, a *Wish*, or by immersion in acid (which won't hurt the rock if it is immersed). An additional effect is that the smell of the glue arouses Ochre Jellies, Gray Ooze, Green Slime, Gelatinous Cubes and Black Puddings to mating frenzy.))

15. ((This is a series of teleporting doors which yields unusual results. The first door is a normal door from one side and a secret door from the other. The other doors are special. They are swinging doors with no knobs. They must be pushed open. When one is pushed in a clockwise direction, it will open into the adjacent room. When it is pushed counterclockwise, it will open into the room beyond the adjacent one. (For example, if the party is in room "10" and tries to go into room "a", they will succeed. If they are in room "b" and try to go into room "a", they will end up in room "10". The door closes automatically after a room is entered.))

16. ((The players will see:))

You have entered a room of 20'x20' with two doors on the opposite wall. There is a clear pool in the center of the room with a bronze plate nearby which reads: "Ask and ye shall receive."

((Any player (not charmed beings, etc.) who stands in the pool and says anything will hear a voice say: "Seek a mountain" (a false

clue) and will suffer the loss of one point from one of his prime requisites, randomly.))

((A *Dispel Magic* or *Remove Curse* will reverse this effect.))

17. ((When the players enter this area they will see:))

You have entered a 30'x30' chamber. There is a pool which is 20' in diameter in the center of the chamber. The surface of the pool is covered with green gunk. There is a passage leading from the room through the far wall.

((The water is covered with algae and is harmless. It is about 4' deep. If the players walk around or past the pool, a magical dimension is created. The only way to get out of this tiny dimension (without teleporting, etc.) is to touch the water and then either go through the pool or over the water and then out the far door. Any other attempt to leave the chamber will find the player entering another identical pool chamber. This process will repeat itself until the proper way of exiting is used. If a pool is marked or a chamber is marked in any way, the mark will remain only so long as the players stay within one pool chamber of the mark.

18. ((For 30' down the wall of this corridor is a large silver mirror. As the players walk past, their reflections will come to life, possessing all the attributes of the originals, and attack them; if they are hindered from attacking their original, they will attack the hinderer. The players always get the initiative. If a mirror double is injured, the original will be magically injured the same way, taking half the damage the reflection takes (this does not work the other way, though). There are several ways to get out of this:))

((a— Kill the double. This has the advantage of causing much damage to the original.))

((b— Douse the lights. If there is no light, there is no reflection and no double.))

((c— Bash the mirror. 25HP damage per 10' section of mirror will dent that section to the point where it will be useless, and the doubles will disappear.))

((d— Another mirror, if flashed in the face of a double, will create a double of the double; the two of them will fight to the death, causing no further damage to the original in any event.))

((Players gain no points for killing any of the doubles, and may lose points for killing or causing the death of a companion. The doubles will be instantly recognizable as such.))

((A player can gain 600 points for figuring a way past the mirror, but only if the player takes no damage in so doing.))

19. ((Here the players will see a pit covering the entire 10'x10' section of floor. If they look closely, they will also notice that the pit extends up into the ceiling. The pit goes down 10' into the floor and up 10' into the ceiling, for a total length of 32'. At the top and bottom of the pit are teleporter fields. Something which falls to the bottom will be transported to the top and will continue to

fall over and over, gaining speed at 16' per second. Eventually, the object will reach terminal velocity; a person will be unable to breathe and will die. What the players will not notice is that there are about 5 small objects falling at terminal velocity in the pit already, but they will hear a faint whistling noise. Any person leaning over or moving over the pit has a 50% chance of being struck by one of these objects for 10HP.))

20. ((As players walk across this part of the corridor, there is a 20% chance per person that they will notice that the floor is sticky. They have actually walked on *Echo Paint*. The paint will cling to the boots of those who walk on it, and after 1-4 rounds will begin to produce mute echoes as if someone were walking behind at a distance of 100' or more. The echoing effect will last until the paint dries (in 1 day) and then the echoing will cease. Holy water, warming with a torch or even the use of soap will remove

the paint. The paint here is the color of the stone floor. Behind the secret door is a small pot of this paint with a small brush attached. It has a value of 900.))

21. ((In this area are two *Blentz*, one at "a" and one at "b". If the party comes from room 4, they will try to trap the group between them. They are AC7, 4 dice, 20HP, 25% magic resistant, value 600 each. They resemble large 4, dark brown pillows, sprouting dozens of mobile, rope-like tentacles. Each of these ends in an eye/beak combination which is capable of piercing armor. They are 90% resistant to normal fire. If hit by fire, they will take 2-12HP once per dose of burning oil, 1-6hp per torch. They can attack 6 times on each side per turn for 2HP per attack. They communicate telepathically.))

22. ((This room contains a *Carriion Crawler*, AC3/7, 3 Dice, 15HP, value 600. It can attack 8 times per turn for a save versus

paralysis. Paralysis will last for 5-20 rounds unless the victim is eaten by the crawler beforehand.))

23. You see an area which is misty, and your vision is reduced to only 2' into it.

((The mist is completely harmless, and there is nothing in the room.))

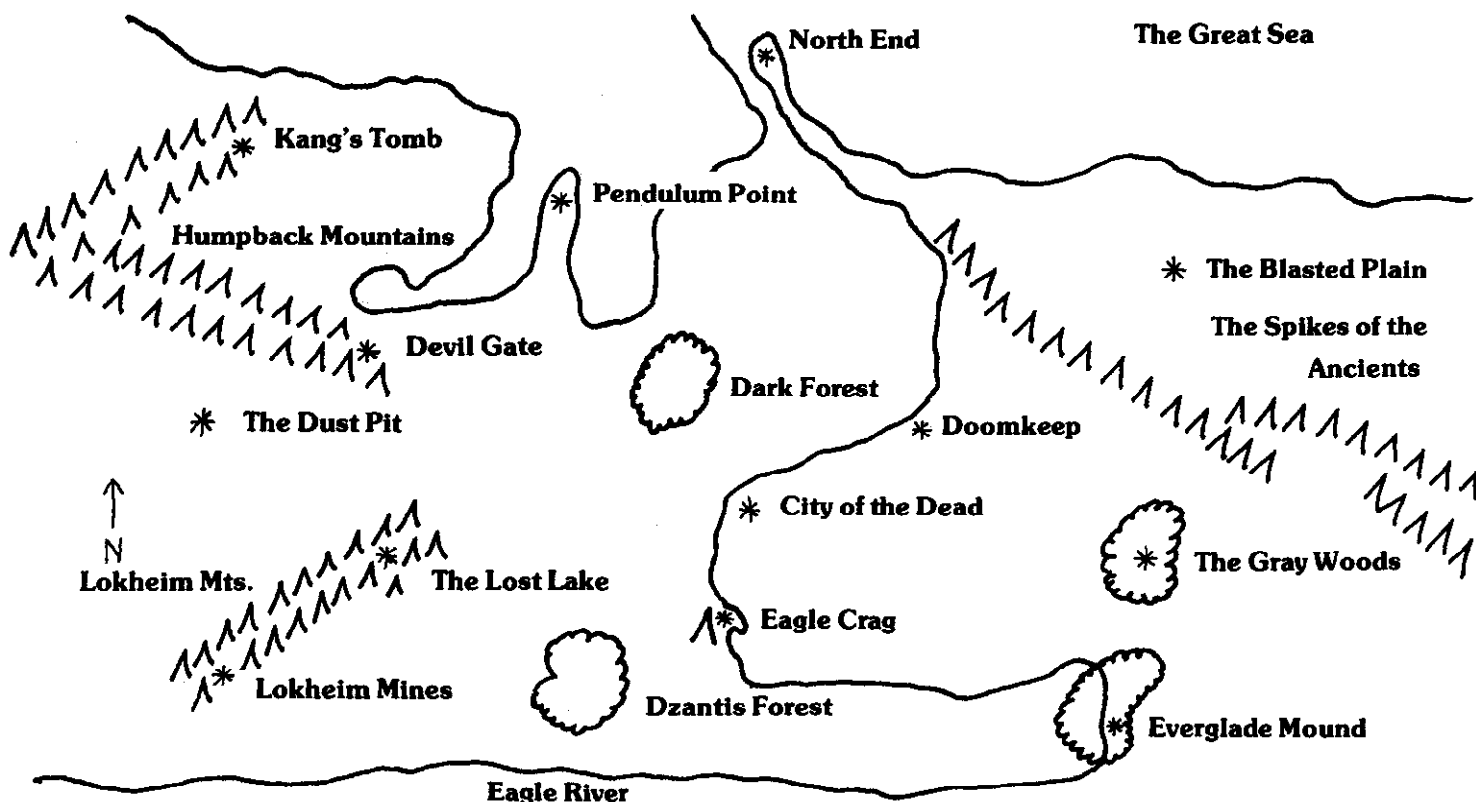
24. You enter an area and see 12 *Giant Rats*.

((These are AC7, 4HP each, value 9 each. They attack once each for 1-3 HP. As the players crawl from the tunnel, the rats will gain +5 on their attacks.))

25. ((In this area is a *Carriion Crawler*, AC3/7, 3 Dice, 15HP, value 600. It can attack 8 times per turn for a save versus paralysis. Paralysis will last for 5-20 rounds unless the victim is eaten by the crawler beforehand.))

((Theoretical Maximum Points: 100,000.))

Exterior Map: For Players' Information



This map should be given to players before they begin their adventure. It shows the general terrain and important features of the area which contains the possible locations of the Rock of Ages. Some of the highlights of the map are further described below:

NORTH END is a forgotten, sandy beach-cave complex.

KANG'S TOMB is the final resting place of the first Master of Flowers. It is located in a mountainous area.

PENDULUM POINT is a barren jumble of rocks, boulders and caves.

THE BLASTED PLAIN is a vast plain of ash with a single oak tree in its center.

DEVIL GATE is an ancient altar in a cavern found just off a hidden canyon.

DOOMKEEP is the deserted (?) castle/dungeon complex where

players will search for clues.

THE DUST PIT is an area of vast sands, dust devils, whirlwinds and a mysterious sand "drain."

CITY OF THE DEAD is an ancient city of the old race, now deserted.

THE GRAY WOODS is a dead grove of ancient trees.

THE LOST LAKE is hidden in a mountain valley. There are rumors of an underwater city.

EAGLE CRAG is a tall, solitary mountain honeycombed with caves.

LOKHEIM MINES are deep, cavernous labyrinths in the Lokheim Mountains.

EVERGLADE MOUND is a tomb of the Ancient Ones. It is in a forest and is rumored to have an underground complex.

BARTHENOUS THE BOLD

+1 to Activate (in some cases)
No Magic allowed

An old military leader, Barthenous will Activate any kingdom at +1 whenever another player's units have crossed its border.

He will never use Magic, nor will he try to activate the same kingdom twice in a row.

ABATOR OF MANY RODS

-1 on all Diplomacy cards

It is said of Abator that he keeps a hot fire in which are the "irons" of his dealings. He can, at times, perform two diplomatic functions at once: When he draws a Special Mercenary card he may play it, as well as attempt to raise a Barbarian army. No one trusts this wheeler-dealer, and he gets -1 on all cards.

AFILITH THE HALF-ELVEN

+2 to Activate Elfland
+1 to Activate any other non-human kingdom
-1 in all dealings with Barbarians

He has a natural affinity for non-humans, but Afilith is hated by Barbarians. He will be killed on a 1 or 2 when trying to recruit them.

BAZORA OF THE ROCKS

+1 on Threats and Blackmails
-1 on Marriages and Long Orations

Bazora first appeared as a madman from the Banished Lands. He may only recruit Barbarians in the Banished Lands. After each time he does so, he will vanish on a roll of 1.

LASIMBA THE FEARED

+1 (optional) on Threats, Blackmails, Bribes

Lasimba, a strong-willed man, can use his +1 at any time. But if he uses it and fails, he is banished from the kingdom as after an attempted assassination.

KREMOI THE DECREPIT

+2 on all Orations
-1 on all other cards

This ancient ambassador is no more than a talker—but a good one. It is said that thieves once caught Kremoi on the road at night. But he was able to convince them it was day, and they ran off in fear of what they thought was a great wizard.

WILLFO THE WINDBAG

-1 on Threats +1 on Long Orations

Willfo is said to have talked Hamahara out of his wings—though quite temporarily—after 48 hours of debate.

But he cannot handle threats at all, for even the mention of violence starts his plump fingers to quivering.

EGROAR THE RIOTOUS

Egroar's nature makes him almost unbearable. If he tries and fails to Activate a monarch, he gets banished from that kingdom for 1-6 turns.

But his riotous nature causes mercenaries to flock to him. Any time Egroar fails to activate a kingdom he gains 1 mercenary unit at any friendly port or castle.

ELFAYEON THE WISE

+1 on White Magic and Long Orations
-1 on all Bribes and Threats
No Black Magic allowed

Elfayeon can never use Black Magic, but any kingdom he Activates with White Magic can never be Deactivated with Black Magic.

HEROS THE BLUNT

+1 on Threats -1 on all other cards
+1 in all dealings with Barbarians

Heros is reputed to be the result of an ill-advised mating between a hill giant and a dwarf maiden.

He seems to always convey a rough message well and is well liked by most Barbarians.

SIR WILLIAM WAGINGTONGUE

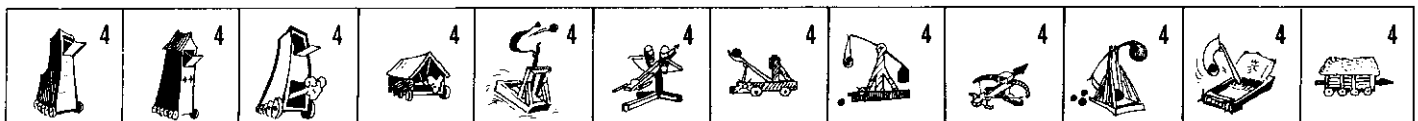
+1 on Marriages
-1 on any Magic attempts

This great romantic is said to have arranged the marriage of a terribly ugly princess of Hothior with an unknown deity. The deity's vengeance causes his minus on Magic attempts.

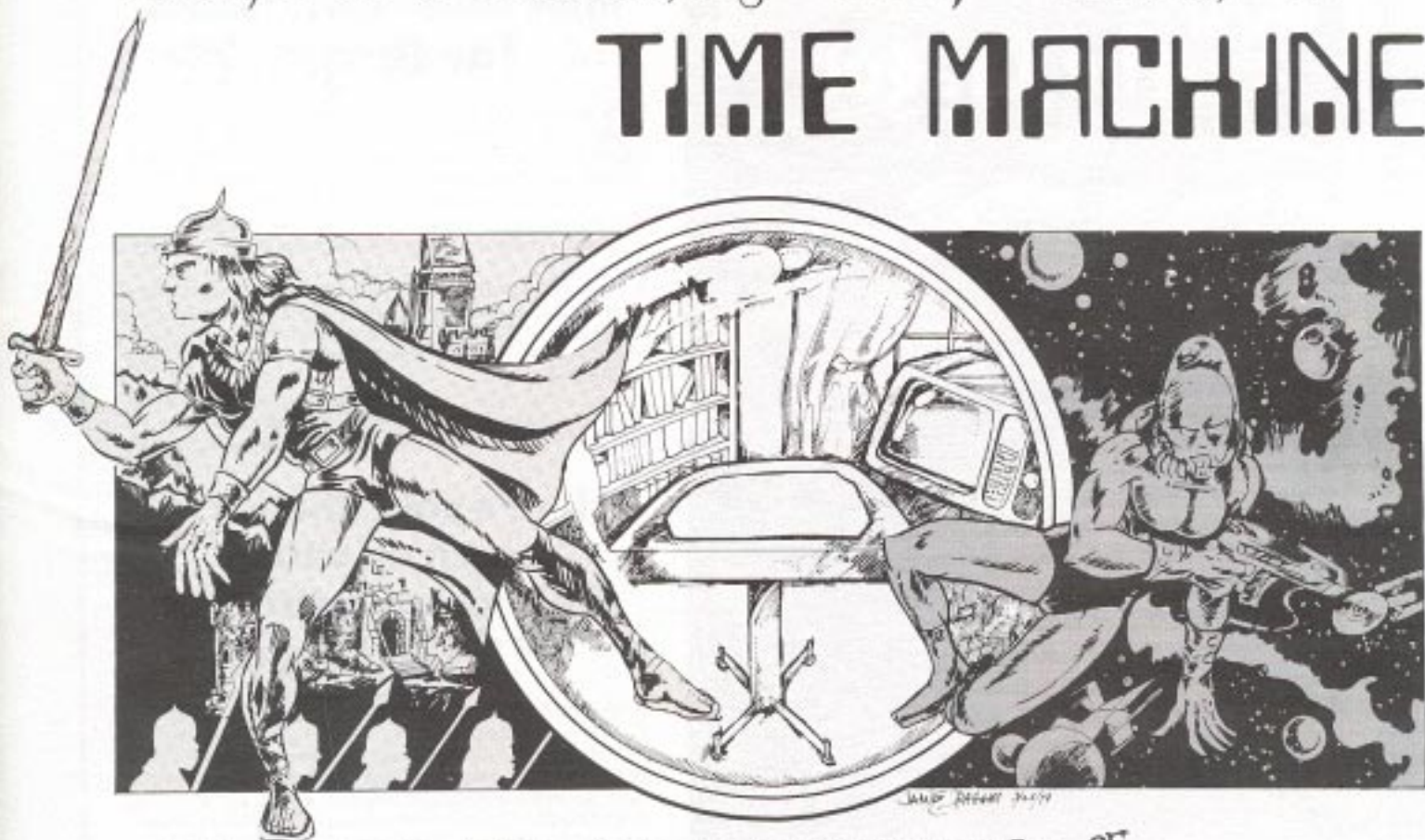
SSISATOR THE SCALY ONE

+2 on Bribes to coastal kingdoms
+1 on other Bribes
-1 on raising Barbarians

Ssisator claims to have found the great jewel of Simolious, which controls the waters. He gets the advantage of Bribes by promising kingdoms the aid of the great jewel.



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